

Ars Magica

The Wizard's Grimoire

REVISED EDITION

COMPILED BY JOHN KASAB AND DAVID CHART

The Wizard's Grimoire™

REVISED EDITION

For use with Ars Magica™ Fourth Edition
Compiled by John Kasab and David Chart

The Wizard's Grimoire

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Fans of *Ars Magica* discuss the game on an e-mail discussion list. To subscribe, send the command "subscribe ars-magica" (no quotes) in the body of an e-mail message to Majordomo@soda.Berkeley.EDU. To subscribe to a digest version of the list, send the command "subscribe ars-magica-digest" (no quotes) to the same address.

Project: Redcap archives and links to many of the fan-created *Ars Magica* pages on the World Wide Web. To get to Project: Redcap, point your browser at <http://www.netforward.com/poboxes/?Redcap>.

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Chapter 1

Introduction

To the Player and Troupe

The Wizard's Grimoire Revised Edition is designed for use with the fourth edition rules of *Ars Magica*. It goes well beyond merely freshening up the material from the original

Wizard's Grimoire to make it compatible with the fourth edition. All of the material retained has been reviewed, and many new items have been added. This supplement provides information for all in your troupe, players and storyguides alike. In this book you will find the following:

To my comrades in this mighty Order of Hermes, I, Occultes filius Cicero Saturni of House Bonisagus, present to you this work, a demonstration of my adherence to the spirit of the Code of Hermes which binds us together. Within these pages, you will find information collected from the farthest reaches of our Order, information about many great and powerful achievements we magi have wrought over the years since the founding of our Order.

Although the history of our Order of Hermes has been marked by great conflict and dissent, dating even from the early days of the founding of the Order, we have made great strides in reconciling ourselves to our fellows. We are a long way from the dark times of the corruption of the followers of Tytulus and from the events which precipitated the Schism War.

Indeed, we magi have many accomplishments of which we can be proud. Perhaps the greatest of these is the collaborative effort that led to this tome's fruition. We are notoriously independent spirits, and an effort of this magnitude demonstrates that we are, in fact, capable of coming together, in unity of purpose, to achieve a great end. To have done so twice in two generations gives me great hope for the future of our Order.

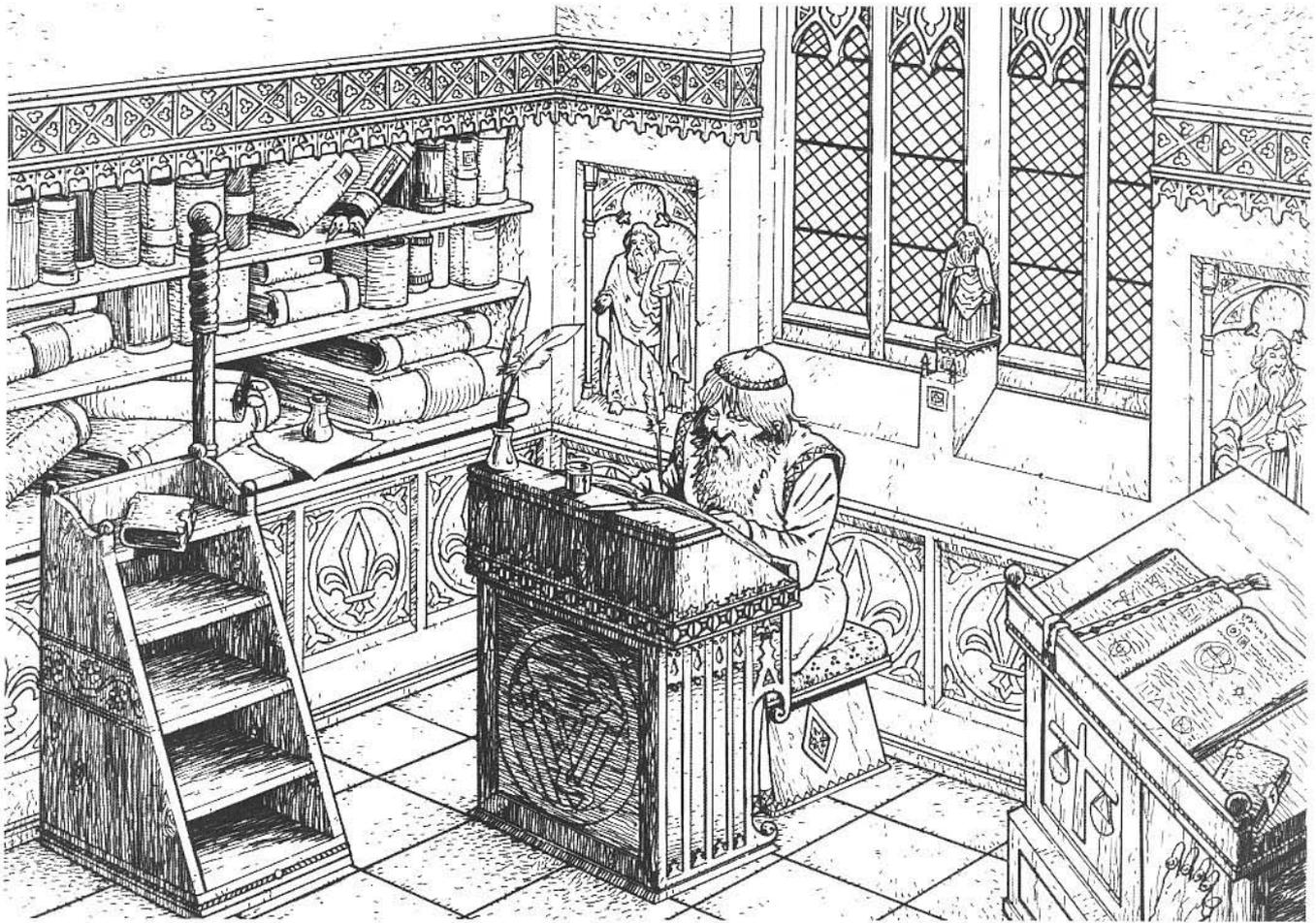
Not that this diminishes the individual contributions that make up this work. Indeed, we must appreciate the work of those who came before us, including Bonisagus the Founder, who developed our system of magic, and Trianoma, from whose vision the Order took form. In the same way, we should appreciate those magi who have shared their wisdom, explained their discoveries, and described their inventions for the benefit of all of us and those who will come after.

So into your hands do I commend this work. Use the knowledge contained within wisely and for the betterment of our Order.

—Ne Lucem tuam sub Arce Occultes filius Cicero Saturni of House Bonisagus
Durenmar covenant, thirteen hundred and fifty-ninth year of Aries

- Letters from magi in the Order sharing their views on aspects of being a wizard in Mythic Europe. The essays discuss the sharing of knowledge, the Church, apprenticeship, ethics, and other matters.
- An expanded discussion on the law and politics of the Order of Hermes, including dozens of rulings that not only demonstrate how the law of the Order is interpreted and applied but act as precedents for your own saga.
- A description of what life as a magus is like, including a typical magus' career path and details about laboratories, colleagues, and clothing.
- More character archetypes for magi, which can help guide you in creating a new character. In addition, new Virtues and Flaws are presented.
- Additional material on customizing your laboratory as well as descriptions

- of some of the equipment you might find in the lab.
- Several new discoveries and optional rules for you to use in your saga. These include rules covering arcane experimentation, bonding with faerie familiars, investing your body with magic, and animating self-aware creations.
- A collection of magic items, Hermetic and otherwise, to give an idea of what your characters might be able to make or find.
- Several new types of books to study from, as well as a description of how books are made in Mythic Europe.
- An expanded description of the Faerie Magic ability that all Merinita magi share, and several dozen faerie spells which are available to Merinita magi.
- Literally hundreds of new formulaic and ritual spells for your magus to study and cast.





Chapter 2

Missives

To my dear sodales:

In the pages following, you will read an array of opinion on several matters that touch our lives as magi. As you will see, some address matters of the soul, some, the heart, and some, the purse-strings. I have chosen these topics because they affect all magi; if not yourself, then perhaps your sodales.

As you are well aware from attending even the smallest council meeting, there are often as many opinions on a matter as there are magi to speak to it, if not more. I have tried to present a range of opinions when possible, but I express my apologies for not including all possible points of view here.

— Occultes of House Bonisagus
Durenmar covenant
1359th year of Aries



On the Exchange of Knowledge

A letter addressed to the assembled magi contributing to this tome, from a dissenter:

The callow apprentice and innocent young magus often ask: "Why are the greatest arcane works the rarest? Why are they not traded and copied throughout the Order?" Such lilywhites suppose that if two covenants possess great tomes, they might trade their knowledge, each making a copy of the other's treasure and thus improving both libraries. Or, naïve magi, such as those assembled to compile your foolish book, assume that wizards can actually work together to share knowledge, supposing that power can be shared equally by all.

But how preposterous this is! We all know that such trades are rare, and the reason for that is clear. For a magus, knowledge is power and knowledge shared is power lost.

Suppose, hypothetically, that a covenant holds a fine tome concerning Ignem. Suppose that it is the greatest work on the subject known to the Order. Many magi visit, and in order to consult the book must pay whatever price or perform whatever service the covenant demands.

Now, another magus comes to the community and offers, in exchange for the Ignem book, a copy of his covenant's finest work — the Order's greatest tome on Corpus. Why should the covenant refuse the offer?

If the magi of the first covenant accept, they own not one but two fabulous books. But, vitally, neither tome is theirs alone. Now visitors who once had to pay the covenant's price to view the Ignem book may go elsewhere, bargaining with the two owners of the text, playing one against the other: "Ah, but why should I give six pawns of vis to read this book, when the others have already said three will suffice. Here, I offer two pawns or I shall go elsewhere."

Consider it so: A wise man would sooner have a single unique artifact than several which are common. One piece of gold is more valuable than two of silver. Thus I say that your supposedly egalitarian and philanthropic plans to assemble the knowledge of magi are absolute foolishness. All who participate not only diminish themselves, but their covenants, their houses, and all who would associate with them. I therefore refuse your request for my insights and in so doing retain power over you.

— Charles Van-Huse
of House Tylalus





A Refutation of Van-Huse

From the assembled magi of this tome, who realize the power that may be shared by its contributors and the Order as a whole.

Charles Van-Huse reduces all things to questions of power and competition. Everything, for him and his house, is as a merchant's transaction or a noble's diplomacy. Yet are we merchants or nobles? We are magi, our sodales, above the common mortal and with higher goals!

Nothing would please us more than to trade our finest works for tomes and works of equal achievement, as we do with this tome. To expand one's store of knowledge is so much more important than to wield wisdom as a political weapon!

In the past, we have not been able to trade our tomes and knowledge as we would have liked. We had to guard our treasures. This is not, as Van-Huse implies, because we calculated our profits like merchants (such a book yielded so many pawns of vis from visitors, and so on).

Often we exchanged books in good faith, only to find that we had been cheated — cheated by magi of House Tylalus and others, who viewed such dealings as opportunities to gain petty advantages.

When another covenant would send a scribe to copy a book from us, too often the copyist was also intent on snooping around our library, grogs, and covenant, like a common spy. Sometimes other texts were covertly copied without our agreement, and occasionally volumes or gatherings vanished completely during such visits.

When we copied the book ourselves, and relied on our trading partners to provide copies of the tomes we were to gain, other difficulties arose. Most notably, the books we received were often less accurate or shorter than we had hoped. Charitably, we might say that the errors crept in through the ignorance of hired scribes, who, unversed in magic theory, miscopied sections which they did not understand. It may

be, however, that covenants deliberately tampered with the texts, so that copies we received were not as fine as the originals.

There were also considerations of time. Any book to be traded must first be copied, and since mundane scribes so often make mistakes in texts which confuse them, a magus often had to spend time scribing each tome. The time taken to travel between covenants also discouraged trade, particularly considering the hazards of such journeys. It often seemed that one encountered much greater danger when carrying a great tome, and we must wonder how often such bandits and thieves were in the employ of unscrupulous magi.

So, there is some truth to what Van-Huse claims: magi in the past have been mercantile in dealing tomes and information between one another. And many have done so with the intent of gaining power or profit. However, by sharing their knowledge in this book, magi do not forsake power and are not victimized by others. By sharing this knowledge, contributors to and readers of this work gain power as a whole. Magi everywhere are offered insights, wisdom, and strength to continue their studies. They also establish lines of communication and trade along which further knowledge and power may be exchanged. No one magus is allowed to overcome the others, but the Order as a whole is strengthened. It is this unified strength that may be the salvation of the Order of Hermes. Where several powerful but independent magi may fall to a foe, an even more powerful, unified front may prevail.

Thus, to you Van-Huse and all who would tuck their skills and insights away, we say remain in your petty isolation. Gain what you can from this book and seek to use it against us if you dare. But know that for each of us you confront with your childish challenge, a unified score awaits your next.

On Eluding the Church

Fellow magi,

The spread of the Dominion's power has brought many vicissitudes to the Order of Hermes. The tides of aura brought by worshippers of the Christian God swamp us, flooding the lands of our magical domains. In the face of this threat the very survival of the Order comes into question.

As the seasons turn all things see their winter, yet from winter may come spring. We gauge our own lives and the lives of our homes by this measure. The Church is currently in its summer, nearing the height of its growth. As the Church gains power, our Order advances in the seasons as well. We are pressed toward winter, toward death. We must find a way to pass through the coming winter of magic, before the Church reaches its pinnacle of power and leaves us in ruins. That is why I address you now.

How are we to survive, to see a new spring and ascendancy of power? The Dominion spreads throughout the land, pushing us back. But retreating further and further into the wilderness is only a temporary solution. In order to survive, the Order must vanish from under the noses of priests, depriving them of a target for their sermons of hatred and intolerance.

Where, then, is the Order to go? Underground laboratories and blank, fortress-like buildings can be assaulted and collapsed. The best place to hide is in plain sight, but cloaked by the magic that is our lifeblood — hidden within regiones in the very bosom of the Dominion. If we can learn enough

of magical regiones that we could construct them ourselves, we can create covenants that share space with monasteries and universities. To mortals, a staircase leads to a library. To magi, the same staircase is a portal to a magical place where laboratories and arcane tomes abound.

I call upon those of us who have knowledge of the regiones of magic to come together, to pool our resources and knowledge. Together we may make the necessary discoveries that will allow us to design our own magical realms. Perhaps together we can provide the Order with a bolthole that mortals will be unable to detect.

Cloaked in secrecy, the Order of Hermes may continue on, lurking in pockets of magic within the very fabric of the Dominion. There we may perfect our knowledge of magic, biding our time until the Church grows old and frail. When the Church enters into its own winter and mortals cry out for wonder in their lives, we shall emerge. It will be time for magic to again spread across the face of the earth.

— Munitor of House Bonisagus
Thera Covenant





On Defying the Church

Sodales!

The Dominion floods across the world, stagnating the power of magic, driving beauty and mystery from the land. The tongues of preachers who deliver blazing sermons glow with the fires of the Hell they so fear. Are we to allow this foul tide to drag us under?

Fellows of Tremere and Tylus, will you sit idly by as your magical auras are stolen out from under you? Brethren of Merinita and Bjornaer, will you retreat into your forests before the hands of pious peasants bearing iron axes? O Jerbiton, what beauty is there in a world where magic is uni-

versally condemned and wonder rots beneath so-called holy ground? And will Bonisagus allow the cream of a future generation of magi to become tonsured monks?

We cannot allow these atrocities. One mature Flambeau is the equal of a mundane army. The Order of Hermes has the power to break the back of the Dominion. If we can organize ourselves we can see the Dominion swallowed up by the very land it creeps across! If we can but destroy their centers of power, we can rid ourselves of both the Divine and Infernal, for at the heart of things both are one. We can free the human spirit and see magic, the first of the world's true powers, return to the fore.

Thus I say: hoard your vis and your enchantments, fellow magi. Prepare yourselves for the day when we shall strike, proving that the power of magic still courses through the veins of the world.

— Pyrisus of House Flambeau
Constantinople Covenant



RCH-5-98

On Serving God and His Church

Beloved,

Our Lord and Savior, He who died for us, would surely be ashamed that we have turned our faces from Him. Yes, the spread of the Dominion across the land tests us, but did not God likewise test His favored servant Job? Perhaps we have become too full of ourselves and our power, perhaps we have forgotten that all things come from God, including our Gifts.

This rash talk of my colleague Pyrisus worries me, for who among us has not seen the miracles that God has wrought in the world? Would not He aid and comfort His faithful? As in the parable, we would do better to make good use of the talents we have been given, and dedicate our rewards to God.

Perhaps Pyrisus has only heard stories of wayward priests and drunken monks, not having seen for himself how most of God's servants live faith-

fully and well. As God has favored and remembered us, so we should favor and remember Him.

— Cicero Saturni of House Bonisagus
Hnchak Covenant





On Marriage and the Magus

The following essay is written by Antoine LeScales of House Jerbiton, one of the few magi ever to take a wife. Although we of the Order are supposed to be above such base instincts, it is interesting to hear a different point of view.

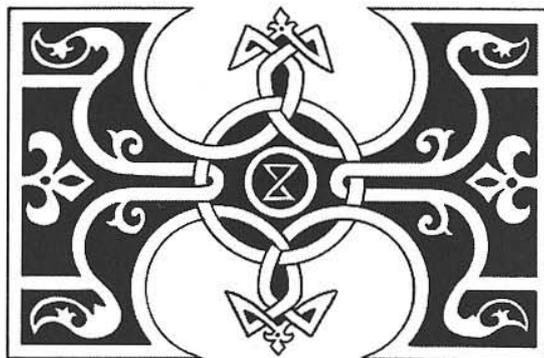
Many sodales are surprised when I introduce them to my beautiful Elizabet, but if we stop and think, why should that be so? If mundanes from the lowliest peasant to the greatest monarch enjoy wedded bliss, why not us of the Order?

I am sure many of us would point to men of the cloth or scholars in great universities, claiming marriage is a distraction. But as I am sure many reading this can attest, lack of love and loneliness can be just as distracting as fulfilled love, and far less enjoyable.

Another argument posed against marriage is the fact that our longevity potions can render us infertile. This may be true, but there is opportunity to have children before potions become a necessity. In fact, if you have children while you are still young, your longevity potions will keep you young and able, all the better to enjoy your children's growth.

It is no surprise that those who question marriage also question whether magi should have children. There are many arguments in favor of childbirth. There are already few with the Gift. The Gift may be perpetuated by parents who already have it, as children often have traits of their parents. Second, why go to the trouble of searching half of Europe for an apprentice, and dragging the unfortunate youth away from his parents, when you can teach all you know to your own child? Certainly, as a father, I could not bring myself to steal another's child. Besides, think of the pride we feel when we train apprentices, and how much your pride would be magnified if the new magus were your filius or filia in every sense of the word, that you are more than a mere teacher.

Still, these arguments skirt the real issue at stake. Simply put, a loving marriage is a way of preserving blessed humanity, which so many of the Order abandon. For myself, I am quite happy to trade mad dreams of power for a well-cooked supper and a warm bed!



On the Secrets of Apprenticeship

The search for youths bearing the Gift is one of the greatest burdens of magi. Finding an apprentice offers the opportunity to pass on knowledge, to bring another to the study of the art, and to carry on your legacy. However, such youths are rare and, as a result of their undeveloped talents, often embittered by the difficulties life has brought them.

Some claim the Gift is a manifestation of ancient, powerful blood, linking magi with powers that walked the earth in bygone eras. Certainly the children of magi seem to carry the gift more frequently than those common children who play in the village square. But finding a magical partner is exceedingly difficult as most magi are dedicated to their work, not their propagation. Our very magical natures also make it difficult to find romance among those without magical talent. And, when they are put to use, our longevity potions end our fertility, hoarding all our life force to sustain our bodies against the ravages of time. So, even if children are desired, circumstance and time impede their birth.

There may be, however, at least one reprieve for magi who crave offspring. For those in their second century who wish for the joy of children playing around their knees, allow me to present a certain revision of the longevity potion formula. I have devised a formulaic element, based on the sun's rays, that permits ordinary fertility on the equinoxes and solstices. Be warned that there is a drawback. As each magus's potion is unique, my component may have unexpected effects on magi and the children they bear. The risk of adopting my discovery is yours to take, and the price for learning it yours to pay.

— Fermentor of House Verditius
Constantinople Covenant

On Serving Mundane Masters

Several times in the history of our Order have young magi attempted to indenture themselves to mortal masters in order to curry some sort of favor in the mundane world. No arrangement is perfect, and so with each attempt has come the inevitable Tribunal ruling. As stated in the Peripheral Code, the Grand Tribunal has found that the position of court wizard, in addition to demeaning the magus, endangers the Order.

Even if the spring covenant enters into a more mundane relationship with their neighboring nobles, they risk bringing ruin on their sodales because they will inevitably become involved in the mundane politics of the region. The magi will need to tread a careful middle path, between the Scylla of providing too much magical assistance to their liege lord and the Charibdys of the mundane service required of any vassal. As has been shown time and again, the covenant will soon be torn between its mundane master and the Order.

Based on my, admittedly limited, experience, let me suggest an alternative path for the struggling new covenant. First, obtain assistance from a more mature covenant. Draw from their experience to gain advice and resources that will help you young magi who find yourselves facing new challenges on your own. Second, limit your obligations with mundanes whenever possible. For example, many nobles will eagerly grant rights to land in return for magical baubles that would hardly tax the lowliest apprentice. If you must enter into a pact with a baron in order to obtain land and other necessary mundane resources, be sure to limit your obligations to those things expected of mundane vassals.

— Jean-Claude of House Jerbiton
Lapiz Magnus Covenant





On the Creation of Wealth

Salvete sodales,

As I make my circuit from covenant to covenant in the Tribunal, I am often asked about a matter, which comes up frequently enough that I was moved to make this contribution to this tome of collective wisdom. My hope is that I might help my fellows in House Mercere and across the Order tackle the problem that I will present to you.

When I visit a covenant, usually a spring covenant, I am often asked about ways in which the covenant might enhance its mundane resources. Usually, the plan in mind involves using magic and some portion of the covenant's vis stores to create silver pennies or some other local currency. I am only a humble follower of Mercere, and so I cannot pretend to have the authoritative knowledge of my Quaesitor colleagues, but I have observed the following details.

Usually, the magi making these queries of me are discussing the matter in their great hall, in a building that encloses several laboratories in addition to living space for the magi and trusted or favored custos. A sturdy palisade, or even a stout wall, often encloses this main building and perhaps a stable, a barracks for grogs, a pen for livestock, or other buildings as needed. Have these magi been so closed up in their studies as apprentices that they do not recognize wealth when it is staring them in the face? "Oh, accurst craving for gold!" They should travel some, and hear barons complain bitterly about sumptuous

abbeys, or abbots complaining about ostentatious baronial manors. Magi traveling and listening thus would soon realize that the abbots and barons would quickly direct their envious remarks toward the local covenant, if only they knew more.

"How comes it that no man living is content with the lot that either his choice has given him, or chance has thrown in his way?" If magi wish to expend their magical resources to enhance their mundane resources, let me make the following suggestions. I do not pretend to be a scholar of these matters, but my understanding is that noble materials, such as those used to make coins, can be more difficult to create than common ones. However, even the meanest object has some value to someone, so this would not hinder a clever magus. In my many travels, the best use of spells and vis is to enhance the mundane resources one already has, rather than to magically create some kind of good. For example, if you use your spells to get many fertile, fat, and happy sheep, you benefit from extra wool, milk, cheese, and meat throughout the year. Or, by making your fields more fecund, you can reap the benefits of your spells for years to come. "But if one should guide his life by true principles, man's greatest wealth is to live on a little with contented mind; for a little is never lacking."

— Horst of House Mercere
Rhine Tribunal

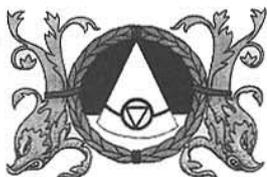
Chapter 3

Hermetic Law and Politics

Since magi are independent by nature they have little need for organization and politics. The Order of Hermes, therefore, is very loosely organized. It serves as the only guarantee against anarchy and is only supported so far as it does prevent anarchy.

Because of this loose structure, there are relatively few rules governing the lives of magi. In many cases transgressions of these rules may be overlooked, or more likely, never discovered. In order to provide a minimum amount of structure, however, there are certain concerns that bring magi together to settle their differences. These concerns are usually dealt with at formal tribunals of magi and are discussed within the framework of a system of rules and laws which are universally known as the Code of Hermes

The main thing to remember when considering Hermetic law is that the rules governing the Order are mainly established through tradition and precedent, that is, by the past rulings of tribunals. The Code of Hermes, though a vital document to the Order, is not by any stretch of the imagination complete. It is the highest law of the Order, but it describes only the bare minimum of laws. All other laws are simply traditions or precedents based on the Code, and do not carry the same authority as the strictures of the original Code.



The Code of Hermes

All Hermetic magi have sworn to follow the Code. All other Hermetic laws, traditions, prohibitions, rules, and decrees derive all their power either from the Code or from voluntary obedience. Any breach of the Code is punishable by death. Though death is not often used as a punishment, it is always the punishment threatened if a magus should not agree to the terms of a lesser punishment. Simple as it may be, the Code of Hermes has turned a dozen competitive magi into an Order that has survived and prospered for over four hundred years.

A copy of the Code is found in every covenant, even those with minimal libraries, and it is usually revered as a document of great value. Many covenants read it aloud before every council meeting to remind themselves of why and how they are gathered together. An apprentice must be able to recite the Code from memory in order to become a magus.

Because the Code is so terse and free of detail, the Order has developed a Peripheral Code to explain, expand, and embellish it. The Peripheral Code is a collection of rulings and precedents created by tribunals since the first speaking of the Code, and its interpretation is debated much more frequently than is the interpretation of the Code itself.





The Peripheral Code

Over the years, the magi of the Order have interpreted the Code in various ways, producing a large body of writing on how various disputes have been settled. These writings are used as precedents for settling later disputes. Magi, however, do not swear to uphold the Peripheral Code as they do the Code of Hermes.

The Code does include a provision that all magi must abide by rulings made at tribunal. Since most additions made to the Peripheral Code are based on the rulings of the grand tribunal, technically these rulings are as binding as the Code itself. In practice, the Peripheral Code is open to debate and

varying interpretation. Further, when a local tribunal makes a ruling, it only applies to those magi within the tribunal's jurisdiction until brought before the grand tribunal. Thus, some tribunals have made their own idiosyncratic rulings on various subjects and have taken it upon themselves to enforce them. Though this is frowned upon by the quaesitores, it is not prevented.

The Peripheral Code covers such details as familiars, apprentices, the formation of covenants, appropriate punishment for personal offenses, and so on. Over the years, the quaesitores have added many different interpretations to the Peripheral Code. Because the quaesitores are often adversarial, other magi generally only obey quaesitores when their rulings are backed by the Peripheral Code. Therefore, much of the quaesitores' power depends on maintaining a large record of precedents in the Peripheral Code.

The Code of Hermes

"I, Bonisagus, hereby swear my everlasting loyalty to the Order of Hermes and its members.

"I will not deprive nor attempt to deprive any member of the Order of his magical power. I will not slay nor attempt to slay any member of the Order, except in justly executed and formally declared Wizards' War. I hereby understand that Wizards' War is an open conflict between two magi who may slay each other without breaking this oath, and that should I be slain in a Wizards' War, no retribution shall fall on he who slays me.

"I will abide by the decisions made by fair vote at tribunal. I will have one vote at tribunal, and I will use it prudently. I will respect as equal the votes of all others at tribunal.

"I will not endanger the Order through my actions. Nor will I interfere with the affairs of mundanes and thereby bring ruin on my sodales. I will not deal with devils, lest I imperil my soul and the souls of my sodales as well. I will not molest the faeries, lest their vengeance catch my sodales also.

"I will not use magic to scry upon members of the Order of Hermes, nor shall I use it to peer into their affairs.

"I will train apprentices who will swear to this Code, and should any of them turn against the Order and my sodales, I shall be the first to strike them down and bring them to justice. No apprentice of mine shall be called a magus until he first swears to uphold this Code.

At this point, followers of Bonisagus recite: "I shall further the knowledge of the Order and share with its members all that I find in my search for wisdom and power." *Others recite:* "I concede to Bonisagus the right to take my apprentice if he should find my apprentice valuable to him in his studies."

"I request that should I break this Oath, I be cast out of the Order. If I am cast out of the Order, I ask my sodales to find me and slay me, that my life should not continue in degradation and infamy.

"The enemies of the Order are my enemies. The friends of the Order are my friends. The allies of the Order are my allies. Let us work together as one and grow hale and strong.

"This oath I hereby swear on the third day of Pisces, in the nine hundred and fiftieth year of Aries. Woe to they who try to tempt me to break this Oath, and woe to me if I succumb to the temptation."

Crime and Punishment

The execution of justice in the Order of Hermes reflects its loose organization. While justice is a serious matter, magi have so far proven too individualistic to agree on a formal system of courts. In the place of such a system, tribunals handle the execution of justice, with guilt and sentences determined by vote, guided by the Code of Hermes and the Peripheral Code. While punishments vary widely, all carry the implicit threat of the ultimate punishment, death, if the magus should defy the decision.

When the punishment of summary execution is called for, the task is usually assigned to an archmage who is willing to perform it

and who is sometimes assisted by other magi. They are given the belongings of the executed magus as compensation. If the magus to be executed is an archmage, then different arrangements are made, for usually only a full Wizards' March can provide the desired results.

High Crimes and the Wizards' March

The high crimes of the Order are those described in the Code: those that endanger the Order itself. Slaying a magus, destroying a magus' magical ability, dealing with demons, and raising the wrath of mortals or supernatural beings against the Order are all considered high crimes. Those who commit high crimes are subject to the one punishment pre-





scribed by the Code, death. The sentence of death, in the case of High Crimes, is always carried out through a Wizards' March.

A Wizards' March is an official declaration that a magus has been cast out of the Order. As an outcast, the wizard is a threat to the others in the Order, and it is the obligation of all magi to hunt down and slay the outcast. Those who fail to fulfill the obligation are generally not punished, but most magi are eager to pursue the wrong-doer because the outcast's magical belongings go to any who partake in executing Hermetic justice. By tradition, as stated in the Code, the outcast's parents is especially bound to find and slay the criminal.

While magi often prefer to settle their own grievances, they occasionally inform those beyond the Order of Hermes that a given magus has been cast out. Most magi have made some enemies among mortals, and these enemies are often quite pleased to know that slaying the outcast would not bring retaliation from the rest of the Order.

Low Crimes

Any crimes that do not directly break the Code of Hermes are low crimes. For example, a magus does not break his oath to uphold the Code if he destroys another magus's familiar, laboratory, and library in the pursuit of some of that magus's secrets. He does, however, risk retaliation. These crimes and their punishments are defined by precedents the Peripheral Code. The principle that guides justice for low crimes is "an eye for an eye." The system of dealing with low crimes has changed over the years, and varies from area to area.

Where the Order is least organized, nearly anything goes. Weaker magi and lesser covenants often fall prey to the greed of those who are more powerful. As long as the Order does not feel threatened by this conflict, the rule of might prevails. Where the Order is more organized, such as where a powerful and just covenant holds sway, systems of proxy

retaliation have developed. Under this system, powerful magi are willing to step in and retaliate in place of weaker magi who have been wronged. Still, political influence plays a huge role in deciding whose acts of aggression are punished and whose are not. In areas where the Order is most powerful, most kinds of violent conflict do not occur, for no one dares step beyond the bounds of accepted behavior.

Suppose, for example, that a magus has conducted a raid on a weak covenant and looted its magical stores. As long as the aggressor did not slay any magi, these acts would not violate the Code of Hermes. In an area where justice is dependent on individual action, the magi of the raided covenant would be expected to execute any punishments they deem appropriate without assistance from any authorities. If they were weak enough to fall prey to a lone magus while on their home ground, they would not likely have the power to retaliate in full. In an area where justice is a public matter, the injured covenant could petition larger covenants at a tribunal and ask that retaliation be executed by proxy. More powerful magi would then be likely to punish the offender in the service of justice.

The Peripheral Code lists various transgressions and discusses their relative severity. In general, rulings affect the things that a magus values, in order of decreasing importance: the Gift, life, one's familiar, one's apprentice, one's laboratory and other magical property, one's privacy, and one's time. Note that exceptional versions of some things might not fit into this order, so that a well-trained and loyal apprentice could be judged equal to a mediocre familiar.

Punishments for low crimes fall into two categories: retaliation and reparation. Retaliation is damaging the aggressor in amount equivalent to the damage done by the aggressor. For example, a magus who kills the familiar of another magus could be punished by the loss of his own familiar. If lacking a familiar, the magus might be punished by loss of his apprentice plus his laboratory. Reparation is forcing the aggressor to make

up for the aggression. For example, it is common for a covenant that is retaliating as a proxy for a weaker covenant to force the aggressor to surrender some of its magical tomes. The aggressor is punished by loss of valuable books, the victim is satisfied to see the aggressor punished, and the proxy covenant benefits by the addition to its store of knowledge. Often, some of the books also go on to the original victims.

Certámen and Personal Disputes

Certámen is a form of magical duel which was developed by Tremere, and which provides a (usually) non-lethal way to resolve disputes between two magi. Certámen has been officially adopted by the grand tribunal as a means of dispute resolution (see page 25). There are several rules of conduct involved in certámen. These processes and mechanics are described on pages 78-79 of ArM4. In general, any dispute may be resolved using certámen, however, because the result is considered binding, those rights of magi that are considered inalienable may not be compromised by the results of a certámen duel.

Wizards' War

Those who designed the Code of Hermes recognized that magi would often have personal feuds, the resolution of which could not be satisfied by conduct allowed by the Code. The Wizards' War is the one method of settling personal disputes explicitly mentioned in the Code of Hermes. It allows one magus to attack and slay another magus within a rigidly defined time frame, after having given the other magus notice, without fearing retribution from others in the Order. The resolution of a Wizards' War is described on page 234 of ArM4.

Tribunals

Tribunals are always exciting affairs, consisting of infighting, casual professional conversation, debate on important issues, reclusive magi coming out of their forests and caves, decisions of great import, and usually, a ritual of initiation for apprentices who are ready to become magi. The time of a tribunal is both dreaded and anticipated.

A tribunal was initially a term reserved only for what is now called the grand tribunal. Now, however, it refers to any one of thirteen different officially recognized and regularly held council meetings of the Order. Official tribunal meetings are held once every seven years in each of these thirteen areas. Generally, each tribunal holds its tribunal meeting in the same year as the others. (The word tribunal also refers to the specific geographical areas over which these council meetings hold sway. A magus talking about the Stonehenge Tribunal, for example, could either be referring to the geographical area of England and Wales or to one of the official council meetings held by the magi of that area. Let the context be your clue as to which is which.)



Wizards' Councils

A tribunal is one type of wizards' council, but there are others. A wizards' council is, quite simply, any gathering of magi who have come together to make a decision. Within a covenant, councils are regular occurrences, but sometimes councils are called with representatives from various covenants.

Legal decisions may be made by any wizards' council. Technically, even a single magus could make a legal decision, but in practice, decisions made by larger groups of magi representing more covenants carry more weight. Thus, the rulings of a covenant council outweigh the decisions made by a single member of that covenant, the rulings of an *ad*



hoc collection of magi from several covenants outweigh the decisions made by members of only one covenant, the rulings of an official tribunal meeting outweigh the decisions made by *ad hoc* gatherings, and the rules of the grand tribunal outweigh all others.

A decision is assumed to be valid until it is investigated and reviewed by a greater council. For example, if a council of three magi declares a Wizards' March against another magus and then slays him, this action

will surely be noticed by other magi in the area. The other magi, probably in conjunction with the proceeding of a tribunal meeting, may investigate the cause for the March. If the cause was valid, no punishment will be given; the tribunal has simply ratified the actions of the smaller group. Should the reasons be found flawed, however, the tribunal might target the original three for Wizards' Marches. Following this logic, a faulty decision made by a hundred magi is still faulty,

and if it can be proven faulty by a greater council, the decision will be reversed.

In many cases, irreversible sanctions have already been carried out when decisions of lower councils are reversed. The victim of an improperly called Wizards' March, for example, is dead no matter the final outcome. Reversal of such decisions usually calls for punishments in accord with the "eye for an eye" precept of Hermetic law. For example, those who executed an improper Wizards' March will themselves be Marched, and so on.

Tribunal Customs

The Peripheral Code defines a tribunal as a gathering of at least twelve magi representing at least four covenants from the area of its jurisdiction, with a quaesitor in good standing presiding over the votes. All magi who dwell within and all covenants established within the tribunal region are considered members of that tribunal and no other. All decisions made by a tribunal are binding on all magi from covenants within the tribunal's jurisdiction.

Tribunals are generally held every seven years, though magi may call special tribunals to deal with specific, pressing issues. The first tribunal of the Order was held in the 906th year of Aries (A.D. 767). The other tribunals meet every seven years using the year of the first meeting as their starting point. In the thirteenth century, local tribunals will be held in the following years (A.D.): 1200, 1207, 1214, 1221, 1227, 1235, 1242, 1249, 1256, 1263, 1270, 1277, 1284, 1291, and 1298. The tribunals which would normally be held in 1228 are displaced one year earlier than normal to prepare for the grand tribunal that meets in 1228. Additional tribunals will be held in 1260 and 1293 to prepare for the grand tribunals held in the following years. All relevant covenants are notified of the specifics of each tribunal meeting (when it will take place, where it will take place, and so on) at least six months ahead of time.

Tribunals usually take place at the covenant of the praeco (see below), the leader of the tribunal.

When the tribunal convenes, during the day, the magi at the tribunal gather informally to discuss issues (often over lavish meals prepared by the host covenant) in preparation for the coming evening. At dusk, the tribunal officially convenes at the discretion of the praeco. The first task is to determine what shall be discussed at the tribunal. Any magus from the region may suggest any topic, although those of little interest to the praeco may be given little attention. Magi also announce at this time whether they have apprentices to be initiated as magi. Once all the topics and rituals of initiation have been announced, the praeco determines in what order they will be treated. If the praeco wants an apprentice to be able to vote, he may initiate that apprentice first. If not, the praeco can withhold the ritual until all voting is over.

As each issue is considered, the assembled magi talk, debate, pose questions to each other, and sometimes engage in certámen to settle disputes immediately. The meeting continues until all of the issues have been addressed or until dawn, whichever comes first. If there are more votes to be taken, the magi remain through the day, resting, relaxing, and preparing for the coming night of discussion. The time spent away from the council table is usually full of informal discussions and debates, and a variety of "shop talk" as the magi finally get the chance to interact socially with those of their own kind.

This cycles continues until, eventually, the magi run out of things to discuss and vote on. At that point, some magi usually remain for a while to meet formally or informally with other magi, although they can no longer depend on the hospitality of the praeco's covenant. Others simply return home with reports of the tribunal's decisions.

Some magi come to tribunals for specific issues which they wish to discuss. Others want to maintain the power of their covenants. Many come simply to meet other magi, see old friends, and talk about magic. If





relatively young player characters come from a Spring or Winter covenant, they might come to the tribunal to represent their covenant. If they are junior members of a Summer or Fall covenant, though, it is unlikely that the leaders would allow them to represent the covenant, in which case the player characters might come along simply to learn about the area and to run errands and such for the older magi.

The Praeco

The praeco is the oldest magus of the tribunal, and functions as its leader. Since praecis are the oldest magi in their tribunals, they have often passed through Twilight several times and may be near Final Twilight. Most are idiosyncratic and some are crazy, but the Order has yet to invent another way to choose a praeco. At a tribunal meeting, a praeco may not vote, but he has three important rights: to silence any magi at a tribunal, to remove any magi from the discussion area, and to eject any magi from the tribunal entirely.

The praeco can silence any magus except the ruling quaesitor at any time and for any length of time. A silenced magus may vote, but may not speak. Sometimes a praeco declares that only one magus from each covenant may speak and each represented covenant must choose its speaker.

The praeco can also remove magi other than the ruling quaesitor from the discussion area. Those who are removed cannot vote, although they can leave their sigils with anyone remaining in the discussion area. These people may be called back when the praeco wishes.

The praeco's ultimate power lies in his ability to eject anyone, except the ruling quaesitor, from the tribunal. Ejected magi may leave their sigils with others, but they cannot participate in the tribunal and they may not be called back. The magi generally stay nearby, however, for the final vote called by the quaesitor (described below).

Through use of these powers, a praeco can prevent discussion of certain topics or let only magi of one opinion speak on a given topic. They can even draw the tribunal to a close at any time by silencing all the magi present for the remainder of the tribunal. Though the silenced magi could vote, no one could call for a vote in the first place, so the tribunal effectively ends.

At any time, except after being silenced or ejected, a magus can call for a vote of procedure. For a vote of procedure, all magi removed from the meeting room can return (unless removed from the tribunal altogether), each magus who is present gets one vote, and all may speak. They can then vote to overrule any action taken by the praeco, such as silencing a certain magus. The praeco may not vote or use any powers during a vote of procedure. Two-thirds of the magi present must vote to overrule the praeco, or the order stands. Remember that a silenced magus may not call for a vote of procedure.

Another check on the praeco's power comes at the end of the tribunal, when the quaesitor calls in those magi who have been removed or ejected and asks them and the others present if they wish to hold the tribunal again, this time with the next oldest magus present acting as praeco. No one can be silenced during the ensuing discussion. If at least three-fourths of the magi present vote in favor of holding the tribunal again, the praeco becomes just another participant, while the next oldest magus present presides as praeco. Such a vote is very rare. An old Hermetic adage has it that one should sooner try to contradict a law of magic than to contradict a praeco.

Voting

Voting is done through the use of sigils. Each magus has one as a symbol of his membership in the Order, and those magi who cannot attend the tribunal may give theirs to magi who do attend. The magi who carry others' sigils can vote with them, serving as prox-

ies for the other magi. Magi can even give the sigils they carry to other magi, who can then vote with them. The only restriction is that the last magus to vote with the sigil must be the one to return it to its owner and give an accounting of how it was used, so magi generally only use sigils from magi who live at their own covenants. Giving one's sigil to another magus is an act of trust and is usually only done for a member of one's own house or covenant. In any case, a magus may demand the return of his sigil at any time.

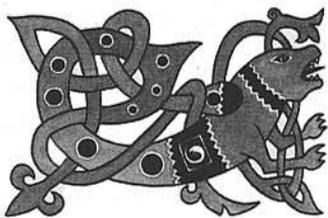
All votes at tribunal that apply beyond the meeting itself are made according to the number of sigils voted by the delegates. All votes that determine actions within the tribunal meeting, such as whether to overrule the actions of the praeco, are decided by one vote for each magus actually attending the tribunal.

The Ruling Quaesitor

Quaesitores never vote in tribunal proceedings (though they may let other magi use their sigils). Instead, they oversee the tribunal to make sure the Code of Hermes and the Peripheral Code are followed. If more than one quaesitor is present, the senior quaesitor presides and makes all rulings, while the others serve as consultants with no direct power.

If the magi have a legal dispute, they turn to the quaesitor, who rules on the legality of a given action or vote. The quaesitor may also interrupt the proceedings if he thinks the assembled magi are violating the Code or Peripheral Code.

The quaesitor's sole power is to declare the entire tribunal invalid. To be official, a tribunal must be overseen by a quaesitor, and if the quaesitor refuses to accept the tribunal, none of its decisions are legally binding.



Topics of Debate

The following concerns are those most likely to be addressed at tribunals:

Individual Conflicts: Magi often have conflicts that must be handled at the tribunal. Sometimes one magus will accuse another of breaking the Peripheral Code or even the Code of Hermes and will demand some kind of punishment for the offender. Tribunals often turn into trials when these matters come up.

Conflicts over Land and Resources: Magi have been known to fight over lands that provide raw vis or other magical resources. Some lands are open, freely used, and exploited by any who happen by. Others are recognized as the sole property of certain covenants or individual magi.

Agreements: Magi often come to agreements on specific issues so they can work together, or just to prevent hostility. A friend of the faeries, for instance, might ask that the lands of a certain faerie lord be recognized as friendly to the Order so no one will raid the place.

Joint Efforts: Sometimes a threat arises which requires the combined efforts of different magi and different covenants. In such cases, the magi may agree to share their resources somehow in an attempt to face the menace.

Covenant Dedication: Once in a great while, a covenant may find itself focused on a single objective. If the covenant vows to pursue the goal, and if the tribunal rules the goal is worthy and the magi are sincere in their pursuit of it, the tribunal can dedicate the covenant to that objective. The dedicated covenant usually gains some financial or magical support, as well as access to any tomes which pertain to their goal. Specialists often join the covenant to help it in its task. Dedication is considered permanent unless the objective is completed. A covenant might never reach its goal, in which case it continues pursuing it in perpetuity. Some goals, by their nature, are not truly attainable.





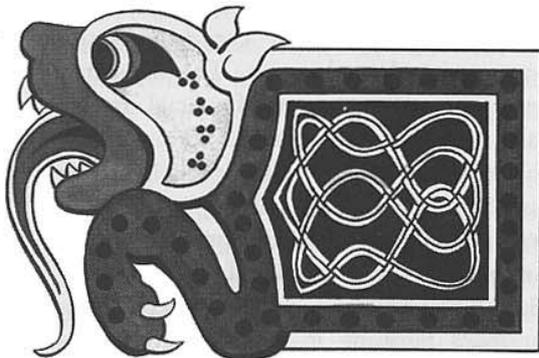
A notable example of covenant dedication took place in A.D. 1199 in Hibernia. After repeated confrontations with the minions of Hell, the covenant Ashenrise was almost completely destroyed by demons. The surviving members took a vow to protect Hibernia from demons and learn all it could about Hell and its minions. Since other covenants had trouble with demons as well, the tribunal dedicated the covenant. Now Ashenrise faces the goal of gaining the power and knowledge to fight devils wherever they may appear on the island.

Representatives for the Grand Tribunal: If the tribunal precedes a grand tribunal, the representatives for the grand tribunal are chosen.

To Send an Issue to the Grand Tribunal: The magi of a tribunal may vote not to decide on a certain issue, but rather to send a representative to the next grand tribunal where it can be decided by more knowledgeable or powerful magi. Since each representative can only bring up one issue to the grand tribunal, such a move is rare, and the issue must be very important.

The Grand Tribunal

The grand tribunal meets every thirty-three years at Durenmar, the Domus Magnus of House Bonisagus and the political center of the Order, which is located in the Black



Forest of the Holy Roman Empire. Its decisions have power over the entire Order and they are all entered into the Peripheral Code. In the thirteenth century, the grand tribunal will be held in A.D. 1228, 1261, and 1294. The details of scheduling are determined by House Guernicus in consultation with the previous grand tribunal.

Each of the thirteen tribunals of the Order selects three representatives for the grand tribunal. In the tribunal meeting the year before the grand tribunal, each representative declares how many sigils he has been promised if he is named as a representative. The three who have the most sigils then attend the grand tribunal in the following year. They carry all the sigils of those who will entrust their sigils to them, an average of about twenty each.

The grand tribunal is much like a normal tribunal, but the following special rules apply:

- The primus of House Bonisagus acts as praeco.
- The primus of House Guernicus presides as the ruling quaesitor.
- Each magus may suggest only one topic for discussion and voting. The magi take turns suggesting topics, in order of the one who carries the fewest sigils to the one who carries the most. The representatives may announce rituals of initiation, which are then performed at the grand tribunal, but this is extremely rare because the magi represented no doubt want more important topics covered.
- The primi of all the houses attend. They may vote with their own sigils even if they are not representatives of their tribunals. Often they have their own private council meetings, during which they discuss matters of importance to the relations between the houses. Matters that can be satisfactorily arranged in these meetings are not brought before the entire grand tribunal. Increasingly over the years, this council of primi has more and more power; however, the grand tribunal still holds the ultimate authority.

Excerpts from the Peripheral Code

The following are representative excerpts from the Peripheral Code. These excerpts have two functions. First, they provide actual examples of the implementation of Hermetic law for use in your saga. Second, they indicate the flavor of past rulings to enable you to generalize rulings where specifics deviate from what's been covered here.

Note that rulings are generally entered on the dates of grand tribunals. However, the first years of the Order were filled with many tribunals as the magi tried to build a firm base of law and tradition. Rulings not otherwise specified are from the grand tribunal of the given year. Using the Hermetic tradition, dates are given using the astrological calendar, the year of Aries (Annus Arietis, or A.A.).

A.A. 906 (A.D. 767)

Rules for Wizard's War

No Wizards' War shall be declared unless one magus notifies the other on the night of the full moon. On the rise of the next full moon, the Wizards' War shall commence, and it shall end at the rise of the next full moon thereafter. Those who continue in the conflict after this time shall be considered rogue, and shall have a Wizard's March declared against them at the next tribunal.

A.A. 912 (A.D. 773)

Extension of Code to House Bonisagus

The provisions of the Code of Hermes that refer to Bonisagus the Founder shall apply equally to all members of his house.

A.A. 912 (A.D. 773)

Tribunal Procedures

The provisions in the Code of Hermes referring to the tribunal apply equally to any other tribunal that has power over the magus and that is presided over by a quaesitor. A tribunal must include twelve or more magi from no less than four

covenants. (As the Order grew, one tribunal was no longer able to effectively govern all of the magi.)

A.A. 938 (A.D. 799)

Rules for Certámen

Certámen is to be respected as a means of settling disputes decisively. In certámen, the challenger must first choose and state the technique to be used, and the defender must then choose the form. Any magus refusing to engage in certámen or refusing to abide by the results thereof is betraying the spirit of the Code and is to be punished. Those who refuse to accept certámen challenges, therefore, or refuse to abide by the decision of a certámen may suffer more violent coercion by the offended magus and shall be punished by their tribunals. No magus who wins may challenge the losing magus to certámen a second time over the same matter; the loser must abide by the decision or challenge again. Magi may use raw vis to aid them even in ritual certámen.

A.A. 956 (A.D. 817)

Creation of House Ex Miscellanea

The Ordo Miscellanea joins the Order of Hermes as House Ex Miscellanea. The tribunals of Hibernia, Loch Leglean, and Stonehenge are created as part of the merger. (See *Lion of the North* for details.)

A.A. 971 (A.D. 832)

Rules for Certámen

No certámen shall force a magus to give up his rights, nor force a magus to break the Code of Hermes nor the Peripheral Code. The rights protected from certámen include the rights of a praeco leading a tribunal, the rights of a primus ruling a house, and the rights of a quaesitor protecting the Order.

A.A. 971 (A.D. 832)

Apprentice Law

If a master is providing an apprentice with less than three months' worth of training per year, any other magus may take the apprentice as his own, with the apprentice's permission.





A.A. 1004 (A.D. 865)

Court Wizards Barred

Magus Hercilion, who has lately assumed a position of court wizard with a baron, is hereby reprimanded and ordered to leave said position before the rise of the next full moon. This grand tribunal has found that such a position endangers the Order because other mundane rulers will soon want their own court wizards, and they may become angry at those who refuse such roles. Hercilion will also certainly find himself involved in the baron's wars. Should the baron win his wars, his enemies will blame the Order for their defeat. Should the baron lose, he will blame the Order. The Code clearly prohibits activity that endangers the Order in this way. Furthermore, it is a disgrace to see a magus serve a mundane — it is beneath the dignity of a true Hermetic magus. If Hercilion removes himself from the baron's service

before the next full moon, he shall receive no punishment other than the shame he surely must feel at having been a servant of a mortal. Henceforth, no magus shall ever serve a mundane as a servant or hireling.

A.A. 1037 (A.D. 898)

Quaesitor Credentials for Officiating

No quaesitor shall hold power to officiate at a tribunal unless he bears a document declaring, by name, that he is a quaesitor in good standing and is known to at least one magus in the tribunal. This document must be sealed and dated by the primus of House Guernicus, and said document shall be invalid if it is more than seven years old.

A.A. 1070 (A.D. 931)

Rules for Wizard War

Magus Hennis of House Tyalus, filius of Dorn, was cast from the Order for having declared three Wizard Wars within the space of fourteen months. On careful investigation, the tribunal at Durenmar



found that his causes did not warrant Wizard Wars. The voting sodales agreed that if Hernis had cooperated with the tribunal, he would have been punished but not cast out. His stubborn refusal to cooperate, to heed earlier warnings, or to admit his errors forced the voting members to cast him out. He was subsequently executed by Fax Ignis of House Flambeau. Such abuse of the traditions of the Order shall not again be tolerated.

**A.A. 1136 (A.D. 997) Val-Negra
Sanctum Law**

It was determined at the tribunal at Val-Negra that Magus Pisitulus of Flambeau used poor but excusable judgment in slaying Magus Forcus of Tyalus, who was approaching Pisitulus' sanctum with apparent but not obvious intent to threaten Pisitulus' laboratory and apprentice. Pisitulus was punished by the loss of his familiar.

**A.A. 1136 (A.D. 997)
Sanctum Law**

The sanctum of each magus shall be marked with a circle inscribed within a square, with straight lines connecting the square's opposite corners. This marking shall be in plain view so that those entering the sanctum know that it is indeed a sanctum. A symbol representing the identity of the sanctum's owner shall accompany the sign.

**A.A. 1202 (A.D. 1063)
Dealings with Devils**

The Primus of House Jerbiton moved that all demons and their servants be declared enemies of the Order in perpetuity. The tribunal determined that this resolution might start a war between the Order and demons, and passed an amended resolution instead. The key passage decrees that "The Servants of Satan, who so often make themselves enemies of our Order of Hermes, may never be friends of the Order."

A.A. 1207 (A.D. 1068)

Tribunal-wide Pacts

The treaty of the Roman Tribunal is approved by magi of the tribunal, and is entered into the Peripheral Code of the Order. The Treaty is not binding outside of the Roman Tribunal. (For more information, see *The Tribunals of Hermes: Rome*, page 38.)

**A.A. 1211 (A.D. 1072) Val-Negra
Jurisdiction of Covenants**

The Val-Negra Tribunal (then covering Iberia) rules that the Barcelona Covenant has jurisdiction over the city of Barcelona. The covenant has promised to maintain the peace between magus and mortal, and to serve the Order's interests in the city. (See *The Tribunals of Hermes: Iberia* for details.)

**A.A. 1222 (A.D. 1093) Rhine
Apprentice Law**

A tribunal of quaesitores charged Magus Borov of House Jerbiton with training his apprentice at the court of her mundane family. The magus became embroiled in the court's politics, and aided the Margrave (the lord) in his mundane wars. The wrath of the Margrave's enemies was thereby brought upon the Order. Furthermore, the apprentice chose to side with one of the mundane factions, rather than serve the interests of the Order. Borov was charged to bring the apprentice into the Order, or risk being cast out. The case upheld the precedent that no magus may become a servant to any mundane.

A.A. 1235 (A.D. 1096)

Tribunal Jurisdiction

The grand tribunal redrew the boundaries of the regional tribunals to relocate Val-Negra within the Provençal Tribunal. (See *The Tribunals of Hermes: Iberia*, page 40.)

A.A. 1258 (A.D. 1119) Iberia

Interfering with Mundanes

The special tribunal called in Iberia ruled that those magi of House Flambeau who had caused the death of their Moslem sodales at Saragossa should return all loot gained to the covenants of the victims.





Following the tribunal, the quaesitores issued a decree that no magi of the Order shall aid a mundane power "overtly or with any sort of magic that can be detected by mortals."

**A.A. 1290 (A.D. 1151) Normandy
Apprentice Law**

Magus Agnis Nestophilis was brought before the tribunal, charged with torturing and murdering three apprentices in the space of five years. The tribunal noted that the apprentices were his own, to do with as he pleased, and pronounced him innocent of any crime.

**A.A. 1290 (A.D. 1151) Rhine
Molesting the Fay**

Through repeatedly plundering the faerie sites of the Black Forest, the vis-hungry magi of Durenmar covenant sorely angered the fay. Thus, large tracts of forest became perilous or impassable to magi. Durenmar was ordered to pay ten pawns of vis in compensation to every other covenant in the tribunal. Furthermore, Durenmar was ordered to refrain from taking any vis from faerie sites until 14 years had passed, unless the covenant could first negotiate a peace with the fay.

**A.A. 1297 (A.D. 1158) Hibernia
Sanctum Law**

Magus Caesus of House Tytalus was found to have no less than nine buildings around the tribunal which he claimed as his sanctum. The presiding quaesitor noted that each magus is supposed to have only one, and the tribunal ordered Caesus to disband eight of his current sancta.

**A.A. 1297 (A.D. 1158) Thebes
Apprentice Law**

A maga of House Merinita was murdered, and her apprentice claimed by two magi, both colleagues at her covenant. Neither wished to challenge the other to certámen, as is usual, and the matter came before the tribunal. One magus, Nykolis of House Jerbiton, was the deceased maga's closest friend and they had cooperated in their research, but the apprentice was awarded

to the other, Mondrasine, as she was also of House Merinita.

**A.A. 1304 (A.D. 1165) Greater Alps
Sanctum Law**

Maga Snadstrich of House Ex Miscellanea, member of no covenant, was alleged to have moved her sanctum seven times within one year. The tribunal ruled that a magus cannot establish a new sanctum more than once per season.

**A.A. 1304 (A.D. 1165) Hibernia
Apprentice Law**

While traveling with his apprentice, a magus of Vigil Covenant passed into Final Twilight. Magus Caerfloron recovered the other's fallen body and sent it to Vigil, but retained the apprentice as his own. Vigil brought the matter to tribunal, asking that the child be returned to their covenant. The tribunal ruled that neither Vigil nor Caerfloron had clear claim to the boy. Therefore, one magus of Vigil would have to challenge Caerfloron to certámen, the victor taking the apprentice.

**A.A. 1304 (A.D. 1165) Normandy
Tribunal Jurisdiction**

Magus Stephios of House Tytalus, of Burnham Covenant in the Stonehenge Tribunal, came before the tribunal. As the tribunals of Stonehenge are invariably inqorate or declared illegal by the quaesitores, he sought a ruling concerning a dispute with another covenant. The tribunal confirmed that it was unable to make decisions for another tribunal, whatever its shortcomings.

**A.A. 1304 (A.D. 1165) Provence
Endangering the Order**

Magus Calonogi of House Ex Miscellanea was brought before the tribunal. She believed that her Gift was a manifestation of the Holy Spirit, and that magi were therefore divine. Moreover, she had taken to preaching this doctrine around the tribunal. Her accusers charged that she had blasphemed against God and endangered the Order. The tribunal noted that it was not an ecclesiastical court and was not concerned with blasphemy, but agreed that

her preaching might bring down the wrath of Christian mundanes upon the Order, and thus was in violation of the Code. Calonogi was warned to desist from her preaching, or face expulsion from the Order. She refused and was exiled from the tribunal for seven years.

A.A. 1311 (A.D. 1172) Iberia

Apprentice Law

For his gauntlet, the apprentice Vermbar of House Flambeau (now Magus Trentus) was abandoned in Barcelona lacking clothes, provisions, and money, and was told to get to Sicily within a month. In securing provisions, the apprentice slew several mundanes, scorched a number of guardsmen, and burned two ships in the harbor. Mindful of the customs of the Order regarding the accountability of apprentices, the presiding quaesitor recommended that Vermbar be held responsible for willfully interfering with mundanes and be treated accordingly. The tribunal ruled that an apprentice's gauntlet is a special situation, when a magus cannot be required to guide an apprentice's actions, but when the apprentice is not yet a member of the Order and thus not bound to obey the Code. The tribunal therefore neither punished Vermbar nor his parents.

A.A. 1311 (A.D. 1172) Normandy

Enemies of the Order

The persecution of magi by the duke of Brittany led the tribunal to declare him an enemy of the Order. A tribunal of quaesitores was immediately called, which decreed that any magus acting against the duke could still be called to account for interfering with mundanes.

A.A. 1311 (A.D. 1172) Normandy

Rights of House Mercere

A Redcap who had visited Fudarus Covenant alleged that her bag of messages was removed from her as she slept, and that all of the notes were read. The quaesitores could not ascertain which magi of Fudarus were responsible, and so the tribunal stripped the covenant of its rights to a cer-

tain magical site, and granted these rights to the magi of House Mercere.

A.A. 1311 (A.D. 1172) Normandy

Covenant Rules

Magus Anton Roettar of House Tylalus complained to the tribunal that the Council of Fudarus — his home covenant — had demanded that he perform 12 seasons of work for the covenant without respite or recompense. Roettar felt this to be unfair. Fudarus argued that their charter stated that the council could decide how much work a member must do for the covenant, without restriction. The presiding quaesitor examined the charter and confirmed this. The tribunal ruled that the Council of Fudarus had broken neither the Code nor its own charter.

A.A. 1311 (A.D. 1172) Rhine

Sanctum Law

Maga Tandaline came to the tribunal and charged that a fellow magus at Durenmar, Quintus Vergilius, had denied her access to her own sanctum by erecting magical walls to obstruct the entrance. The tribunal ruled that keeping the maga from her sanctum clearly hampered her capacity for magical study and creation. The tribunal ordered Quintus Vergilius to suffer the loss of his familiar as a penalty, and to pay Tandaline two pawns of vis for each season she had been obstructed.

A.A. 1311 (A.D. 1172) Roman

Dealings with Devils

Three years before, Magus Kaldorias of House Jerbiton had banished a demon which had been terrorizing a certain village. His accusers argued that the demon might now harbor a grudge against the Order, and that its kin might see the Order as their enemy. Kaldorias argued that the Order should be the enemy of all demons (which the tribunal refused to accept or deny), that demons already sought to undermine the Order (which the tribunal accepted), and that his actions proved to the mundanes that not all magic serves the Devil. The tribunal accepted that Kaldorias had broken the Code by making





an enemy of a demon, but imposed no punishment upon him.

A.A. 1318 (A.D. 1179) Levant

Interfering with Mundanes

Magus Henry Le Barre of House Jerbiton had traveled from Provence with the crusade of Philip of Flanders, and had fought the Moors with his magic. He was summoned before the Levant Tribunal and charged with interfering with mundanes by drawing the animosity of the Moors. Le Barre argued that he served in the crusade as a noble, not as a magus, and fought only to save his soul as any crusader does. The tribunal ruled that to remain true to the Order and to the Code, he would need to fight without the use of magic and in disguise if he were to go on crusade. For having already aided the crusade magically, Le Barre was fined 20 pawns of vis on penalty of expulsion.

A.A. 1318 (A.D. 1179) Normandy

Scrying on Fellow Magi

Magus Damon Le Mont was accused by other members of his own covenant, Ad Vis Per Veritas, of magically listening to their conversations with servants and grogs. Damon argued that his spells only allowed him to hear what the mundanes were saying, not what the magi said, and so did not constitute scrying on his sodales. The tribunal ruled that the spells did give Damon an insight into his fellows' affairs, and ordered that he pay three pawns of vis to each magus he had indirectly scryed upon.

A.A. 1318-1333 (A.D. 1179-1194)

Normandy

Tribunal Rules

In A.A. 1318, several magi of Fudarus Covenant accused another maga of a low crime. A mundane militia kidnapped the accused as she was traveling to the tribunal, and thus she could not defend herself. When the accused failed to arrive, she was found guilty in her absence and bound to grant one season's work to the quaesitores. In A.A. 1325, she appealed the ruling, offering adequate proof that she was

innocent of any crime. The maga was pronounced innocent. In A.A. 1333, a quaesitor reported to the tribunal that the mundanes who had kidnapped the maga 15 years before had ties with Fudarus. All present agreed that House Tytalus had caused a great deal of confusion through their obscure machinations, and Fudarus was fined 24 pawns of vis for misleading and mocking the tribunal.

A.A. 1318 (A.D. 1179) Provence

Endangering the Order

Maga Ladkyis of House Tremere had been observed by certain mundanes "ranting and throwing her arms about." The mundanes asked if she was possessed, and her embarrassed fellow, Magus Asidnael of House Jerbiton, replied that she was sometimes possessed by a spirit, as epileptics are, but that it caused no harm. Ladkyis alleged that this reply endangered her, as it could have led to her being dragged before an exorcist or worse, and thus broke the Code. The tribunal noted that Asidnael had endangered her with his answer, but that the answer was not malicious. The tribunal also noted that Ladkyis had also been imprudent in casting spells so blatantly, and had thus endangered herself and the Order. Both magi, having thus endangered their sodales, were each fined one pawn of vis.

A.A. 1318 (A.D. 1179) Provence

Apprentice Law

During a visit to Bentalone, the young apprentice of Grimgroth, of Mistridge Covenant, maliciously or accidentally set fire to a stable, maiming a magical horse. Bentalone demanded that Grimgroth supply the raw vis required to heal the animal. Grimgroth argued that Bentalone had been careless. The tribunal ruled that Grimgroth was fully accountable for his apprentice's actions and should supply the vis, regardless of Bentalone's negligence.

A.A. 1325 (A.D. 1186) Hibernia

Tribunal Rules

A maga Ex Miscellanea submitted a written request to the tribunal that she be per-

mitted to have a translator present during the meeting, since she spoke no Latin. The tribunal ruled that it was her own fault that she spoke no Latin, advised her to learn, and further ruled that no mundane should be present at a tribunal of magi as a translator or in any other capacity.

A.A. 1325 (A.D. 1186) Iberia

Interfering with Mundanes

Magus Trentus of House Flambeau was brought before the tribunal and charged with personally killing no fewer than 100 mundanes in several raids and battles. The tribunal noted that although his use of magic had been blatant, and on occasion spectacular, Trentus had never left a survivor who might identify him as a magus of the Order of Hermes. The tribunal acquitted him of these charges.

A.A. 1325 (A.D. 1186) Provence

Scrying on Fellow Magi

The magi of Windgraven and Mistridge Covenants came before the tribunal, each accusing the other of scrying. The magi of Windgraven had captured two grogs from Mistridge, who had been loitering outside Windgraven, observing who came and went, and following those magi who left the covenant. Mistridge had captured a spy from Windgraven who had sought to enter their tower while invisible. The tribunal ruled that Mistridge had not broken the Code, since their grogs had no magical aid in their task, and suggested that in the future Windgraven might simply kill such spies. However, as the mundane found by Mistridge had been aided by magic, the tribunal ruled that Windgraven had broken the Code, and should pay 20 pawns of vis to Mistridge in compensation.

A.A. 1325 (A.D. 1186) Provence

Interfering with Mundanes

Magus Hammas of Windgraven was charged with interfering with mundanes by ordering the kidnapping of several pilgrims. He did not present himself before the tribunal, and his absence was taken as an admission of guilt. The tribunal ruled

that he should lose his familiar as punishment.

A.A. 1325 (A.D. 1186) Rhine

Dealings with Devils

Magus Antonio Manecis had summoned a demon, whose minions were threatening Manecis' covenant. The magus then conducted negotiations with the creature, eventually securing the covenant's safety for as long as the magi did not interfere in the demon's plots against mundanes. Manecis argued that he had acted solely to protect his covenant, and thus the Order. The tribunal observed that the magus had nonetheless breached the code twice by summoning a demon and then dealing with it. The tribunal declared a Wizards' March, although the magus' intentions were worthy.

A.A. 1328 (A.D. 1189) Loch Leglean

Tribunal-wide Pacts

The magi of the Tribunal of Loch Leglean affirmed the Pact of Crun Clach, which binds the magi of Loch Leglean to a pact of non-aggression and forbids magi from dabbling in politics.

A.A. 1330 (A.D. 1191) Provence

Covenant Rules

Bellaquin Covenant makes annual payments of money and surplus vis to its members. When in A.A. 1313 Magus Quaestus of House Criamon vanished from the covenant, Bellaquin assumed he was not claiming or could not claim these rights. In A.A. 1330 he reappeared and demanded 17 years' personal allowance of money and vis. Bellaquin refused to pay unclaimed vis in arrears, and Jerines of House Guernicus was called in to settle the dispute. Jerines examined Bellaquin's charter and ruled that as Quaestus had never formally left nor been expelled from the covenant, he could rightfully claim the total amount of vis and money that any other member had received over the preceding 17 years.

Note: The tribunals that would normally have been held in A.A. 1332 (A.D. 1193) were delayed one year so that they could be used to





prepare for the grand tribunal of A.A. 1334 (A.D. 1195).

**A.A. 1333 (A.D. 1194) Greater Alps
Molesting the Fay**

Certain valued grogs and covenfolk of the Covenant of Valnastium had been captured by a faerie lord, who intended to use them as playing-pieces in some sort of great game. The magi went forth to rescue their servants, killing many faeries and earning the clear hatred of the faerie lord. On Valnastium's behalf, Magus Andru explained that all magi have a right to protect their property, including servants, and that in rescuing their servants they acted

purely in self defense. If the faerie lord was angered that they had acted to protect their property, then they could not be blamed. The tribunal narrowly accepted this argument.

**A.A. 1333 (A.D. 1194) Iberia
Covenant Rules**

A disgruntled magus left Barcelona Covenant in a fury, taking with him 50 marks in gold from the treasury. The tribunal noted that while the Code does not explicitly forbid thefts of mundane property, a covenant or magus relies upon mundane goods to function. Therefore, by depriving his sodales of their mundane



resources, the offending magus had indirectly hampered their ability to study and perform magic. He was therefore ordered to pay Barcelona double the amount taken within seven years.

A.A. 1333 (A.D. 1194) Iberia

Sanctum Law

Magus Trentus was charged with slaying a fellow magus outside Trentus' sanctum. Trentus argued that the other was approaching his sanctum with the intent to steal certain magical artifacts. In accordance with precedent, Trentus was found guilty of breaking the Code, but was only punished with the loss of his familiar.

A.A. 1333 (A.D. 1194) Loch Leglean Enemies of the Order

Following a feud between certain magi and the Priory of Torphichen of the Knights Hospitaller, the tribunal declared the Hospitallers to be enemies of the Order, and thus forbade magi across the Order from cooperating with them in any way. (See the related grand tribunal ruling in A.A. 1334 below.)

A.A. 1333 (A.D. 1194), Normandy Apprentice Law

Magus Damon Le Mont recounted that his apprentice, now Magus Aramin, had maliciously destroyed several mundane artifacts and in a temper fruitlessly expended six pawns of raw vis. Now that Aramin was a full magus, Damon demanded that the younger reimburse him six pawns of vis. The tribunal ruled that, as according to custom, a magus may not be held responsible for actions committed as an apprentice, and that Damon was thus responsible for his own misfortune.

A.A. 1333 (A.D. 1194) Normandy Interfering with Mundanes

Magus William Fireheart of House Flambeau and the Stonehenge Tribunal stood accused of killing three knights by use of magic. The nobility of Normandy had been enraged and several covenants had difficulty maintaining good relations with mundanes. William Fireheart was found guilty of interfering with mundanes

and thus endangering his sodales. He was ordered to pay 60 pawns of vis within seven years, or else be cast out from the Order.

A.A. 1333 (A.D. 1194) Normandy Property Rights of Magi

Magus William Fireheart of House Flambeau was brought before the tribunal and charged with attacking the apprentice of another magus, destroying several pieces of laboratory equipment that the apprentice carried. Fireheart claimed he was unaware that the girl was an apprentice, and that the damage was done incidentally as she was fighting alongside a mundane whom Fireheart sought to kill. The tribunal ruled that whatever his intent, Fireheart had reduced another magus' magical ability by killing the apprentice and destroying rare equipment. However, since Fireheart had not acted maliciously the tribunal fined him three pawns of vis.

A.A. 1333 (A.D. 1194) Provence Interfering with Mundanes

Bentalone Covenant was charged with aiding one mundane lord against another. Bentalone argued that as one noble served their interests and the other opposed them, they should be permitted to back one against the other. The tribunal decided that Bentalone could aid its noble allies only so long as its magics were subtle. Should its intervention become obvious, the opposing noble might see the Order as his enemy.

A.A. 1333 (A.D. 1194) Provence Rights of House Mercere

The magi of Bellaquin Covenant were accused of using force and guile to prevent a Redcap from taking news of the tribunal to the new Covenant of Lariander. The tribunal refused to condemn or punish Bellaquin. (See the grand tribunal ruling of A.A. 1334.)

A.A. 1333 (A.D. 1194) Provence Apprentice Law

In A.A. 1327, Magus Teslil found a young girl with the Gift. Already having an apprentice, he sold her to Magus Gentric.





Both were magi of House Jerbiton, but belonged to different covenants. Gentric died in A.A. 1331, and Alarmon of House Tytalus, a sodalis of Gentric, took the apprentice. Teslil claimed that he should be granted the girl, as his previous apprentice had since become a full magus. The tribunal ruled that Teslil had forsaken all claim to the girl, and further noted its disapproval of the practice of buying and selling apprentices.

**A.A. 1333 (A.D. 1194) Rhine
Interfering with Mundanes**

Maga Marguerite of House Flambeau was charged with endangering the Order through her attack on a baron and his household. Marguerite explained that the attack was in reprisal for the baron's murder of a Redcap. The tribunal accepted that mundanes must be prevented from interfering with Redcaps, and acquitted the maga. The tribunal noted that beginning a cycle of revenge-based attacks was unlikely to improve matters with mundanes.

**A.A. 1333 (A.D. 1194) Rhine
Tribunal Rules**

Magus Taedetus of House Bonisagus had been summoned to the tribunal to be charged with stealing vis from another covenant's magical sites. He did not arrive, but sent word that he was unavoidably detained by a potent, unstable magic which threatened his covenant if left uncontrolled. The tribunal agreed that the case was not urgent, and could be postponed to the next tribunal. The tribunal also ruled that if Taedetus could not provide proof of his predicament he would be fined an extra ten pawns of vis.

**A.A. 1333 (A.D. 1194) Rhine and
Greater Alps
Tribunal Jurisdiction**

Syrestis of House Bjornaer, during a visit to several covenants of the Greater Alps Tribunal, walked in the shapes of several animals, and in these shapes killed livestock and game on farms and in hunting reserves. Since he was a guest at other

covenants during this time, his behavior clearly damaged relations between those covenants and their mundane neighbors. Syrestis was brought before the Rhine Tribunal of A.A. 1333, while the case was heard at the same time before the Greater Alps Tribunal. In the former he was fined three pawns of vis, and in the latter, ten. He appealed to the quaesitores, refusing to pay both fines, and arguing that he should pay the fine imposed by his home tribunal. A quaesitor ruled that he must abide by the decision of Greater Alps, but owed nothing in the Rhine Tribunal since his crimes could better be judged in the tribunal where they were committed.

**A.A. 1334 (A.D. 1195)
Enemies of the Order**

The grand tribunal ruled that Loch Leglean Tribunal's declaration, in A.A. 1333, that the Hospitallers were enemies of the Order was too broad and overreaching. The declaration was amended such that only those Hospitallers from Torphichen Priory need be held as enemies by other magi.

**A.A. 1334 (A.D. 1195)
Rights of House Mercere**

The grand tribunal ruled that the Provençal Tribunal had overlooked evidence in rendering judgment on Bellaquin Covenant, and that in light of all of the facts, they were guilty of interfering with the duties of the Redcap. Bellaquin was ordered to pay 70 pawns of vis to House Mercere.

**A.A. 1334 (A.D. 1195)
Tribunal Rules**

Avarret, Primus of House Bonisagus, proposed that tribunals only conduct their meetings in Latin, and not in local mundane languages. The grand tribunal criticized Loch Leglean Tribunal for often conducting its business in Gaelic, but refused to coerce tribunals into using Latin only. (Note that members of House Guernicus must use Latin to conduct official business.)

A.A. 1339 (A.D. 1200) Thebes**Sanctum Law**

The tribunal noted that an itinerant magus, Aesceliops of House Jerbiton, claimed as his sanctum any room in which he currently resided. Thus, covenant guest rooms, ships' cabins, and taverns all briefly became his sanctum, often for less than a single day. The tribunal ruled that no magus may establish a sanctum within a covenant of which he is not a member unless that covenant first gives permission. The tribunal also ruled that a sanctum might be established for any period of time, however brief, so long as it is the true residence of the magus.

A.A. 1339 (A.D. 1200) Rhine**Covenant Rules**

The Covenant of Fengheld informed the tribunal that one of their number, Odorpes of House Bjornaer, had failed to collect vis for the covenant as she had agreed. The maga had accepted responsibility for the gathering of six pawns of vis per season from a site owned by the covenant, but had recently given only 18 pawns per year. Odorpes claimed that by spending most of her time as a bear, she had hibernated through winters and could not gather vis. The tribunal ruled that she had abandoned her responsibilities by choosing to spend each winter as a bear, and should procure and present to Fengheld the vis which she owed them within seven years.

A.A. 1346 (A.D. 1207) Iberia**Dealings with Devils**

The Iberian Tribunal cast out the magi of Jaferiya Covenant for diabolism. Magus Rasmus of House Flambeau and his fellows are hunted throughout Iberia over the next several decades. (For the full story, see *The Tribunals of Hermes: Iberia.*)

A.A. 1346 (A.D. 1207) Normandy**Interfering with Mundanes, Tribunal Rules**

Maga Pugnatis had been found guilty of interfering with mundanes by the tribunal in A.A. 1339. She had been ordered to create certain enchanted artifacts which might permit the magi of the tribunal to

hide more easily from mundanes. However, by A.A. 1346 none of these items had been presented to the quaesitores and the maga failed to present herself to the tribunal. The tribunal expelled her from the Order.

A.A. 1353 (A.D. 1214) Loch Leglean**Apprentice Law**

Erdras Tan-Gwyllt of House Flambeau was cast from the Order after setting her apprentice a gauntlet in which several of her mundane enemies were conveniently murdered. The apprentice, now Magus Curwen, was absolved of all blame but his master was not. The tribunal noted that magi should be held responsible for their apprentices' excesses, even during gauntlets.

A.A. 1353 (A.D. 1214) Iberia**Tribunal-wide Pacts**

The tribunal in Iberia affirmed a pact of mutual protection between the covenants of the tribunal.





Chapter 4

Life of a Magus

Most medieval wizards consider themselves above common mortals. Indeed, some Hermetic scholars take this separation for granted and debate the precise point at which one ceases to be human and becomes a magus. Exactly what magi are is not really known and, though it is often discussed, no authoritative conclusions have ever been reached. The precise nature of a magus is mostly due to the individual personalities of a wizard; the only thing all magi really have in common is their ability to do magic. Most magi are unique individuals, which is emphasized by the fact that they lead lives entirely unlike those of the mortals around them.

This chapter gives an overview of what a typical magus would encounter and expect as his life proceeds beyond apprenticeship. It also describes the community in which most magi find themselves, discussing relationships between magi and various titles of respect and honor to which magi can aspire.

Life of a Magus

This first part of the chapter discusses topics of importance to a magus in the years following apprenticeship. The Apprenticeship chapter of *Houses of Hermes* contains a description of the typical experience of an apprentice, of the transition from apprentice

to magus, and of the process of finding one's own apprentice to train.

Peculiarities of the Gift

There is some debate in the Hermetic community about the exact nature of the Gift. Some suggest that any person with any capacity for magic, be he a Hermetic magus, hedge wizard, mystic with Second Sight, or commoner with a strange aura, has the Gift. But since it has been observed that not all of these people have the potential to learn Hermetic magic, most adherents to this theory claim that the power of a given individual's Gift can vary, and only those who are most powerful are suited for Hermetic training. The exact definition of the Gift is moot — the fact of the matter is that different people have varying levels of magical capacity. For the purposes of this book, references to the Gift imply full Hermetic ability or potential. References to weak or incomplete Gifts imply some supernatural ability short of that.

Most people in medieval society who possess the Gift either never learn about it or are taught from an early age to suppress and hide their powers. Even those with enough spunk to go against the grain of society usually develop their powers in ways that are incompatible with Hermetic magic, and that are usually far weaker as well.

Once a young person with the Gift is found by a Hermetic magus and taken into

apprenticeship, though, a new stage of his life begins. His magical abilities are nurtured as his master does everything possible to get the apprentice to demonstrate and use his powers. Sometimes this has disastrous results, as the apprentice has not yet learned to contain his power. Yet this pressure is essential for the apprentice and the master to learn the full extent of the apprentice's powers. Without this early testing, the apprentice would never be able to tap the strongest, innermost aspects of his Gift.

If the apprentice has already begun to explore magic, either independently or in a tradition antithetical to Hermetic theory, the master must either weaken this power or find a way to fit it into the Hermetic framework. Sometimes this is not possible, and the apprentice always retains these early powers. Invariably, however, this non-Hermetic power leads to flaws in the apprentice's Hermetic magic, such as a deficiency in one or more Arts. Therefore, the master spends a great deal of effort and time weaning the

apprentice from his dependence on and association with his first experiences with magic. If the master cannot mold the apprentice's powers to Hermetic magic, he typically commands the apprentice not to use those powers, and threatens dire consequences. Sometimes, a master uses magical means to make the apprentice forget he ever had such powers. There are stories of magi suddenly regaining their memory and having access to abilities they never realized they had. Such events can result from Twilight, and could quite conceivably produce problems for the magus, who has never learned to reconcile his Hermetic and non-Hermetic powers. Such combinations are always dangerous, though they can give a magus new and broader powers.

Generally, however, the master works with the apprentice diligently, training new magical techniques in the hope that the new powers will overwhelm the earlier powers. For instance, an apprentice who has already developed the power to affect plants might be



Training Apprentices in Play

If your saga goes well, you may be able to have your magus train an apprentice of his own. A master generally needs one season to teach the basics of the Forms, and a second season to teach the basics of the Techniques. Thus, two seasons give the apprentice a score of zero in all Arts. These two seasons are also used to train the apprentice in the basics of Magic Theory and Scribe Latin, so that he will be of some use to the magus (see "Training" on page 187 of ArM4). For these purposes, assume the apprentice can be trained in Magic Theory or Scribe Latin at the same time he is being educated in the basics of the Arts.

Once the basics are taught, the apprentice will typically learn more about the Arts by engaging in disputatio with his master (see "Disputatio" on pages 187-188 of ArM4). Especially lucky apprentices may be able to study from the covenant's texts (see ArM4, pages 188-190).

The apprentice will also require training (see ArM4, page 187) in the Hermetic Skills of Certámen and Parma Magica, and may also need training in a house-specific Ability, such as Faerie Magic or

Enigmatic Wisdom. The apprentice may earn one experience point in Magic Theory per season spent doing lab work (see ArM4, page 191), and will likely have an opportunity to practice Scribe Latin by doing copyist work for his master (see "Practice" on page 187 of ArM4). It is assumed that the apprentice will learn Speak Latin and Order of Hermes Lore by exposure (see "Exposure" on page 187 of ArM4) over the years. Other experience may be earned on adventures with the master.

In his final years, the apprentice will learn his spells. The apprentice will most likely be trained in the use of these spells (see ArM4, page 187). The apprentice may also have the opportunity to learn spells from his master's library, although this can be slower going.

Recall that a starting magus has 150 experience in the Arts, 150 levels of spells, and 45 + age experience in his starting Abilities. Players may find that apprentices developed in play end up somewhat short of these numbers; however, the character should have other benefits that a new player character magus might lack, and will certainly have had a livelier time in apprenticeship.



taught Herbam immediately, in the hope that his earlier powers would be transformed into an Affinity for Herbam, instead of becoming a block to the apprentice's growth in that art or its antithesis arts.

The Peripheral Code guarantees an apprentice at least one season's worth of training every year. If a master gives an apprentice less training than this, or if the training is far below expected standards, other magi may take the apprentice as their own to give him the training he deserves. The apprentice must consent to the change, and the master has one year's warning in which to begin training the apprentice as expected. The Peripheral Code makes this effort to protect apprentices because people with the Gift are rare and valuable. The magi of the Order agree that such people should not be wasted on stingy or incompetent masters.

The process of apprenticeship generally ends only in reaching magus status or in

death. No apprentice can return to the life he left. Society will not accept him back. The Order will only accept those that become full magi and cannot allow failures the chance to misuse their secrets. Sometimes an apprentice proves somehow incapable of continuing Hermetic studies, either because of an innate lack or because of an accident in magical training. These half-magi are generally accepted as consortes since they cannot be allowed to return to their lost homes. It is an old adage that an apprentice must either succeed in the attempt to become a magus or die trying.

Settling In

For starters, remember that not all apprenticeships end with the newly-gauntleted magus having grudging respect for his former master. Depending on how the master and apprentice interacted, the new magus may feel anything from pure adoration to naked hatred toward his parents.

In any case, a new wizard's first years are usually spent creating a place for himself in a new covenant and perhaps in a new land as well. The young magus must find his place in the covenant's hierarchy, if it has one, and learn the peculiar customs and traditions the covenant may have. These are years of testing, and some magi are unable to survive once they are on their own. Many have enough ambition to try anything, but lack the power and wisdom to handle the challenges they set for themselves. Though magi have great powers compared with those of mortals, the challenges they face are far more dangerous as well. Older and wiser magi often advise caution during these first years as a magus, but most young wizards are too self-confident and excited to play it safe.

These first years are vital because the young magus is unknown to the Order. It is a time of building a reputation, making lifelong friends and enemies, and giving direction to one's career as a magus. The young magus may well find himself instantly caught up in



“When Coracol took me as his apprentice, I dreamed about the power I would one day have. I pictured myself returning to my home, showing my vulgar father how mighty I would be, destroying those who had mocked me, perhaps leading greater armies than my father ever had and controlling vast tracts of land with thousands of peasants working for me. Apprenticeship, with its long hours of drudgery, pushed those dreams out of my mind for I thought of nothing but passing the Gauntlet. Then, when I finally became a magus, I again dreamed of great things: establishing a covenant with other young magi; becoming their leader and then the leader of the tribunal, perhaps even becoming primus of my house; gaining great prestige and making myself, my house, and the Order strong. Things did not go as I planned, however, when my first

covenant, Tagelyn, was destroyed and I was forced to flee with my fellows to the misty isle of Hibernia, where again I began to dream of a new future in a primitive land. As our covenant grew, I participated in tribunals and considered myself capable of anything. Then demons decimated my home and I nearly lost my soul in the struggle. Now I have left Hibernia to live in Val-Negra covenant in the Pyrenées, and I have not yet dared to dream again. This ancient covenant has already been destroyed by the decay of time, so, I hope, not much more can go wrong. As I look back, I find it strange to realize that only now, after decades of life as a magus, do I see myself as a true wizard. Only now is my life finally beginning.”

— Erat Caecus of House Tytalus

local politics. Established magi often see the newly-gauntleted as one more vote in the tribunal, so try to sway them to their particular causes and cliques.

Joining a covenant usually requires swearing an oath to support the covenant and not to attack others within the covenant. It is by no means a casual relationship, so magi must choose their covenants carefully. If the covenant is an established one, the magus typically needs to perform several years of potentially dangerous service for the older magi. Since they likely have little knowledge that is new to the older magi of the covenant, all these new magi can do is provide their courage and expendability. Thus the dangers that a young magus face are increased even more.

Laboratories

Each wizard usually owns an expansive laboratory and has living quarters adjoining it somewhere within the covenant. This is known as a wizard's laboratory and is the only home most magi will ever know. These mysterious chambers are storehouses of magical and scholarly treasures; they are filled with vials of liquid, bags of powder, dusty tomes, mildewed scrolls, blackened candles, burning braziers, bronze scales, arrays of knives, mar-

ble mortars and pestles, colored inks, quill pens, and sundry magical devices of many different varieties. Looking into a magus's laboratory can reveal much of his personality and interests, for it is a reflection of his most





intense pursuits and endeavors. Magic is such a personal pursuit that each laboratory is unique, and one magus cannot work efficiently in the laboratory of another without getting well-accustomed to it first.

While some magi are very well organized and have tidy and clean laboratories, others have laboratories so cluttered and full that it is difficult to imagine how they are able to accomplish anything at all. Magi are often measured by how elaborate and expansive their laboratories are, and many magi go to great lengths to keep their own laboratories as current and complete as possible. Thus laboratories in some of the wealthier covenants have grown to huge sizes, with elaborate mechanisms, and large numbers of different assistants. However, it can be assumed that the basic laboratory is nearly as good as the most extravagant. (For game details, see the Covenants chapter in ArM4 and the Laboratory Personalization chapter on page 75.)



The Sanctum

Each magus has a sanctum, a place where other magi are not allowed. The sanctum usually includes the laboratory and the sleeping quarters, though it may include only one of these, or may include much more. A sanctum is merely the area which a wizard sets aside for himself by marking it off with mystical symbols, and other magi may not enter that area without his permission.

According to the Peripheral Code, the sanctum must be clearly marked by a circle inscribed within a square with lines connecting the square's opposite corners. It is important that the mark be made because anyone entering this sanctum without permission can be killed by the owner. Entering a sanctum without permission is tantamount to attacking the owner, so the owner is presumed innocent of wrong-doing in defending himself from the intruder. This is why most magi feel uncomfortable in the sancta of other magi, for they may be killed or injured with impunity and have no grounds for retaliation. Only magi on the most friendly terms visit each other in their sancta, and this act of faith and friendship is seldom overlooked by other magi in the covenant.

Magi are very protective of their sancta, and they often put traps within them to protect their labs while they are away. Because magi are so reluctant to enter each others' sancta, magi who can afford the space usually have anterooms where they can meet with visitors outside the sanctum but still within their chambers.



Clothing

Clothing is a highly regimented way of asserting one's status in the Middle Ages. From the king's furred purple cloak, to the priest's ornate black vestments, to the scholar's humble gray robe, distinctive clothing labels a person as a member of a specific group. Though magi do not follow mortal fashion, they do adopt unusual dress to set themselves apart from the common crowd, even if they wear these garments only when in the company of other wizards. Since few of their peers care much about appearances, magi wear whatever pleases them — and their tastes can vary widely. The trappings of magi range from the stark and simple to the outlandish and bizarre.

For those with simple tastes, a robe tied with a belt is common. These robes generally have hoods, which are used for staying warm

during cold weather and can be used as pockets when they are down. Unusual as this practice may sound, medieval university students commonly employed their hoods as pockets in which they would carry their books. Even simple robes are likely to be embroidered with designs of personal importance to magi, such as the symbols of their covenant, their House, or their preferred Forms of magic. While some magi certainly have a distinct lack of taste, others manage to make themselves look both dignified and formidable in their wizards' garb.

Magi with a taste for the bizarre often use bright dyes and detailed embroidery to decorate their robes. They may have the wealth to dress expensively, but often lack the social taste to dress well. As a result they can wear some truly strange garments, with tassels, arcane symbols, bells, high collars, and clashing bright colors. The colorful dyes used in medieval clothes are incredibly expensive,



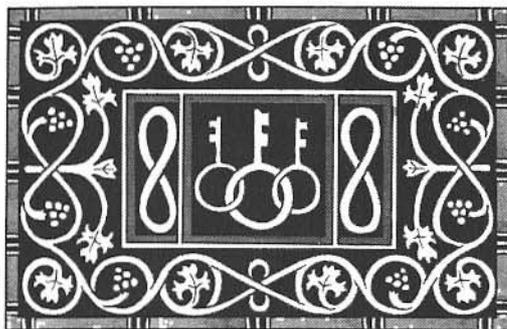


although some magi of House Verditius have developed ways of manufacturing some unusual dyes, such as some that scintillate or change color, which they will trade for raw vis.

Pockets have not been invented, incredible as it may sound, so magi carry their magical paraphernalia in small pouches cached around their person. Some wear leather or silk sashes, draped from left shoulder to right hip, that hold clips for tools, pouches of raw vis, loops for holding magical devices, and so on. Many magi have two separate sets of clothing, belts, sashes, and pouches — one for work around the laboratory and one for when they are traveling or in times of danger.

The distinctive clothing of a magus is sure to draw attention among mortals, so magi traveling incognito generally revert to plain robes or the typical dress of the area. Since their knowledge often allows them to pass for scholars, a simply scholarly robe is the most common disguise. The problem with traveling incognito is that mortal bandits, thieves, pickpockets, bullies, and town guardsmen are likely to rob, assault, or pester magi. While the case of mistaken identity is most dangerous for the offenders, who find themselves facing an enraged magus instead of a helpless old scholar, many magi prefer not to risk poor treatment. They wear their wizardly robes with calm pride and silently dare others to interfere with them. Such a tactic can let one travel unmolested, but one will certainly be noticed.

The clothes of magi are often enchanted, either being magical devices or simply garments improved by magic. Wearing one's



magic devices hides them better than carrying them under cloaks.

Many magi have their clothes washed regularly, especially the robes they use in the laboratory, which become infused with the various smokes and ointments found there. Others have no time for matters as trivial as cleanliness. Magi who wash their clothes regularly are cleaner than the majority of mortals. Those few who do not bother often carry strange smells with them wherever they go, which may increase the attention they receive when they travel.

Years of Power

In his early years, a magus has little magical power to perform grand deeds and little political influence to shape the course of the Order's growth. In his later years, old age and Twilight bear down on the magus. The middle years are when a magus usually accomplishes his most important feats.

What a magus does with power once it is gained depends on his personality. Luckily for mortal folk, most are not interested in dominating the world. World domination would take time away from studies. Some simply want to study for the sake of knowledge. In the Order of Hermes, however, knowledge translates directly into power. Even those who are complete bookworms and do nothing but study can still grow immensely powerful. While some wish to follow their idiosyncratic interests, which usually intensify as they age others wish to become famous or influential within the Order, involving themselves in politics rather than grand adventures. How each magus decides to use and expend his power and prestige is entirely dependent on who and what he is.

The magi in these middle years, with the energy to act boldly and the experience to act effectively, are the ones that move the Order. It is their stories that are passed along and become legends within the houses and the Order as a whole. The magi who can best sustain this period become legends.

The Community of the Magus

Magi must balance their desire to be left alone with the advantages that come from shared resources and libraries. Generally, the benefits outweigh the hassles, and so most magi (and certainly most player character magi) make themselves part of a community. The most immediate community is generally the covenant, but magi also have ties to their houses, their colleagues, and their familiars.

Covenant Relations

Almost all magi join covenants at some point in their careers, and most remain members of one covenant from the time they leave apprenticeship until they drift into Twilight. A covenant provides a magus protection, camaraderie, shared wealth, and a foundation upon which to organize his life. Though a covenant may include magi of different or even opposed opinions and training, each covenant of magi generally develops a unique loyalty to itself. The covenant is treated as a political unit within the tribunal, so its successes, failures, and crimes are reflected on all its members. Furthermore, the other magi are the first ones to whom one can turn in times of trouble. Fellow members of a house might be willing to help, but if they live at distant covenants, they are slow and possibly less than willing to come to one's aid. Because the covenant forces magi of various backgrounds and capabilities to work together, they are a major source of growth and change within the Order, as well as within individual magi. Those covenants that are composed entirely of magi from a single house tend to become stagnant and unproductive, but they still make up nearly one-third of the existing covenants.

A Magus and His House

Each house expects different things from its members. Some, such as House Tremere, expect loyalty even to death. At the other end of the spectrum, the leaders of Ex Miscellanea have little contact with magi Ex Miscellanea, let alone control over them. Each magus, through the teaching of his parents, is familiar with the expectations of his house. Most magi work to meet those expectations. See *Houses of Hermes* for more information on each individual house.

Another way a magus's house membership affects his life is that most magi like to be with those who have similar opinions. Most magi find that other members of their own houses tend to have the most in common with them, thus they tend to naturally spend time commiserating with them. This is often the case even when magical interests diverge, because the members of each house still share political and ideological idiosyncrasies.

Friendship

Magi call other magi "sodales," meaning "comrades" or "fellow members," when they wish to use a simple tone of general familiarity and unity without implying any sort of personal connection. They call trusted non-magi "consortes" ("associates"). The most significant title of friendship, "amicus," implies a deep level of trust, and is reserved by each magus for very few others — probably one — perhaps none.

Relations between magi are commonly described by duties: duty to fellows in a covenant or house, to superiors, to parentes, to apprentices. When a magus thinks or speaks about his connections with other magi, he usually uses the word "duty," for that is simply the context in which most relationships are considered. A magus is not loyal to his sodales in his covenant simply because they are friends, but because it is the magus's duty. True friendship is rare.





Magi are often too wrapped up in their studies to form real friendships, and many magi are highly suspicious of those who might learn secrets that could be used against them. Their powers and backgrounds also make them ill-suited to be friends of mortals, even if they are trusted consorts. When a magus decides or realizes that someone else is an amicus, therefore, it is a noteworthy event. Usually this bond of friendship is formed only after long years together, but can occur as a result of confronting some common crisis or challenge. When circumstances force two magi to trust each other and work closely together, such as when a covenant is shaken by suspicion and violence because of an uncovered conspiracy, then the two magi who work together to solve the crisis may become amici.

Magi from one covenant often travel together, sometimes in groups of three or more, and doing so often builds a bond on which a friendship can be built. The dangers inherent in traveling in Mythic Europe and the necessity of relying upon one another are the principal factors in the development of such a relationship.

Since becoming amici is so rare, the Order has developed rituals to affirm the bond. These rituals are private, so much so that some magi keep it secret that they are amici. Since the rituals are not public, there is no standard tradition as to how the ritual is performed, except that the magi cut their wrists and place them together so that blood is mingled. The two amici then exchange vows of mutual, lifelong support and trust. While it carries no legal penalty, betrayal of one's amicus is seen as a vicious breach of faith, probably indicating a deeply flawed spirit. Legend has it that the bond between amici is actually supernatural, especially if both are magi, and that betrayal carries with it an undying curse. There are unsubstantiated stories of amici who can hear each others' calls of distress when they are in great danger, or who somehow can sense each others' presence.

Magi sometimes become amici with consorts, with friends of the covenant, or even

with grogs, but this is exceedingly rare. More often, a consors or grog is declared amicus of a covenant, rather than of a particular magus. Since this bond is less personal, the ritual is public. Sharing of blood is not practiced in this ritual.

The concept of the amicus has spread to non-magi who associate with the Order, such as companions and grogs. The ritual they use, if any, is up to them. Grogs, especially in northern covenants, have taken to forming bonds after surviving deadly battles together. The wounds suffered in combat are sometimes used for the exchange of blood. Those grogs that do perform this ritual call each other "blood brother," and there is evidence that the ritual has even been taken up by mortals outside the Order's covenants.

Finding a Familiar

A familiar provides a companion that is even more lasting than an apprentice, since the familiar generally accompanies the magus throughout his life in a relationship far deeper and more personal than any mortal could understand. Gaining a familiar, therefore, is a highly personal and important task. Finding a familiar is even harder than finding an apprentice (see pages 149-150 in *Houses of Hermes*), because the animal and the wizard must genuinely respect each other, whereas an apprentice needs only have some smarts and the Gift.

Finding a familiar can be relatively easy if the arcane aura around the covenant has produced some magical animals from mundane offspring. As with finding an apprentice, many magi consider themselves very lucky if they can find familiars so close to home.

More often, the magus must travel far through magical wildernesses to locate an appropriate animal. Magical animals themselves are not too difficult to discover, but the familiar must be something special — the kind of animal that will maintain the wizard's respect through the years. In addition, the animal itself must somehow feel an affinity

toward the magus. That is why familiars so often resemble their masters. Without this genuine affinity, an animal will never survive the ritual that transforms it into a familiar (see pages 95-100 in ArM4).

Over the years a familiar and his master develop an amazing ability to work together, almost as if each knew exactly what the other was thinking. They become as comfortable and confident with each other as most people are only with their own bodies. Some magus's relationships with their familiars resemble that of an old married couple, complete with age-old arguments that are never resolved and a web of idiosyncrasies that blend into a harmonious whole. It cannot be denied that sometimes a magus and familiar become one and cannot be parted — if one should die, the other would soon follow.

Titles of Honor

There are a variety of honorific titles found among the wizards of the Order. Though the Order is quite loosely organized, the bestowing of these titles has become a strong and vital tradition. The use of such titles is the only hierarchy that crosses house boundaries, though several houses have their own internal hierarchies as well. The various titles that can be bestowed are archmage, primus, praeco, and quaesitor. While the title archmage is almost purely one of honor, the other three entail special rights and responsibilities.

Becoming an Archmage

One of the most precious achievements magi can gain is recognition among their fellows. Official recognition comes with the title archmage. To become an archmage, one must challenge a magus who is already an archmage in a contest and defeat him.

To qualify as a potential challenger for archmage, a magus must have trained an apprentice who is now a magus, invented a spell of at least seventh magnitude (level 31 or higher), and have accomplished some deed that is of significant import to be known among the magi of the Order. Each archmage has his own contest at which a challenger must beat him to gain archmage status. The first time an archmage is challenged, he determines the nature of the contest, and the contest remains the same throughout an archmage's life. This contest can be as specific as "certámen in the arts of Creo and Herbam" or as broad as "a contest of fire-magics." The contest must involve magical powers in order to be valid. A magus who defeats the archmage at the contest is then granted the title archmage at a special ceremony attended only by other archmagi.

In their pursuit of archmage status, some magi go to great lengths, studying possible flaws in their foes and spending years in preparation for a specific contest. Intrigue, spying, and trickery are common tools for those who crave the title archmage.

If a magus' parens is an archmage, it is traditional for him to challenge his parens before challenging any other archmagi. If a magus did not, he would not be recognized as an archmage until he did, and would be challenged to certámen whenever he dared use the title for himself.

Other informal rules are as follows:

No magus may challenge a single archmage twice.

No archmage may be challenged more than once per year, and if there is more than one magus waiting to challenge a given archmage at the beginning of the year, the archmage may select which challenger to accept. Otherwise the archmage accepts whichever challenger comes first.

No archmage may grant the title to more than seven magi. An archmage who has lost seven challenges may no longer be challenged. It is a disgrace to have lost seven challenges, so archmagi work hard to win their later contests. In fact, it is considered bad etiquette to challenge an archmage who has





already lost six contests, since the seventh loss causes such loss of face. Those who beat an archmage for his seventh loss are grudgingly allowed the title, but are not well-accepted in the company of their peers. It is so uncommon for magi to challenge archmagi with six previous losses that some consider it bad form even to challenge those with five losses behind them, since the sixth loss is almost always the final defeat.

Of the nearly eight hundred magi in the Order in A.D. 1220, only thirty-eight are

archmagi. Of these, a disproportionate number are from Houses Tremere, Tylalus, and Flambeau, and there are currently no archmagi from Houses Ex Miscellanea or Mercere. These thirty-eight powerful magi gather periodically at informal councils where they discuss what they, as mighty wizards, can do to further the Order. The only quaesitores present are those who happen also to be archmagi, and they participate like any other magi, so the council has no legal power. They keep their decisions secret, and many lesser magi

fear these councils combine magical and political power, unbalancing the Order and making it possible for a handful of wizards to exert much control over the Order's progress.

Sometimes an undeserving magus becomes an archmage through luck or deceit. Though the title can never be revoked, the other archmagi usually ostracize or persecute those whom they do not accept as worthy of the title. This harassment can escalate to the point where the subject wishes he had never attempted to attain this lofty title. Because the title of archmage is strictly without formal powers, whatever influence it has on a character is entirely up to the storyguide. In general, it should be understood that archmagi are feared and respected throughout the Order, and notice of the arrival of an archmage is notice of the arrival of a powerful and important magus.

Becoming a Praeco

A tribunal brings together members of competing covenants, followers of different houses, and magi of opposing philosophies and motivations. Somehow these wizards must cooperate enough to make decisions of importance to themselves as well as the Order. Such interaction would be utterly impossible without the guidance of a praeco. The praeco runs the tribunal, keeps order, and sees to it that the tribunal progresses productively. Since praeconis have a good deal of power, many have great success furthering their personal agendas at tribunal, though theoretically they are supposed to be neutral.

A praeco has so much power that it would be impractical to select one through voting or other means. The magi involved would take far too long in deciding which of them would wield this power. Instead of voting, the magi of most tribunals give the title of praeco to the oldest magus in the tribunal. The tribunal is held in the praeco's covenant and the praeco has no vote in the tribunal's decisions. However, as chair of the tribunal, the praeco holds broad and expansive powers

(see "The Praeco," on page 22 for details). Generally this system is tolerated because most praeconis have reached a certain wisdom in their old age and have a broader perspective on affairs than most wizards — though they are far more likely to support those who persevere to support the Order and the status quo.

Becoming a Primus

Before the founders of the Order faced death or final Twilight, they named successors to lead their houses once they were gone. These successors, named "primi" (singular: primus), were charged with watching over their houses and guiding them in the ways of their founders. The primi fulfilled their roles with varying degrees of success. One of them, Quendalon of House Merinita, actually altered the very nature of his house, but not without an extended struggle (see *Houses of Hermes* for details). These primi, in turn, named their own successors, who named their successors, and so on. Soon, however, the members of the various houses wanted more influence in naming new primi. According to the Peripheral Code, the primus retains the absolute right to name a successor. In practice, most are advised by some sort of vote (see below). Nevertheless, since the primus' power is mainly within his house, the houses are free to develop their own traditions regarding their primi. One common tradition, though, is that when a primus dies without naming a successor, his first apprentice becomes the new primus.

Within their houses, primi have whatever powers they have developed for themselves. Their final threat is renunciation (see below), but they generally use political pressure to accomplish their ends. Historically they have levied taxes of raw vis or silver, assigned magi to carry out various tasks, appointed magi to various offices within the house, settled legal disputes among followers, and directed their entire house toward some definite end. The limits on a primus depend





on the followers of the house and the charisma of the primus. In House Tremere, the primus rules as the representative of Tremere himself, and disobedience is unthinkable. In House Ex Miscellanea, by contrast, most members do not even know the name of their current prima.

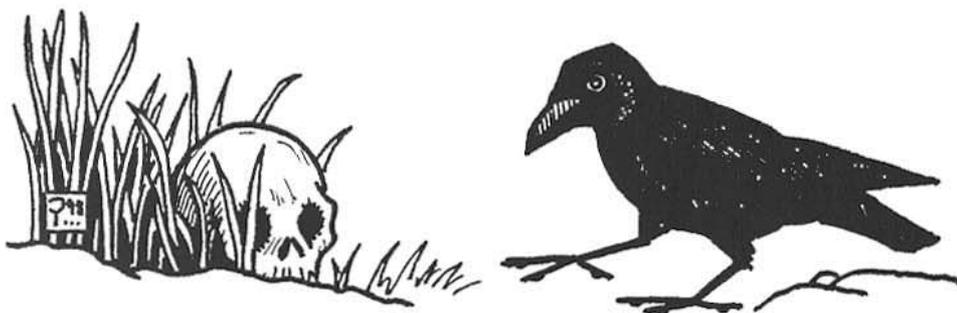
In addition to whatever power a primus is given by tradition or law within his house, a primus has one power recognized by other houses: renunciation. The primus, and only the primus, may renounce any follower of his house, which ejects that magus from the house. The renounced magus is then called an orbus ("orphan"), since he is cut off from his Hermetic parent. An orbus has one year to be adopted into another house. One who cannot gain acceptance into any other house is renounced from the Order altogether (see page 18 for the consequences).

Selection of the primus also varies from house to house. Though the primus has the right to name anyone, most have adopted some method in which other magi of the house have a say. For example, the magi of House Jerbiton vote on who should be the next primus, with archmagi getting three votes each and the primus, ten. Those magi of House Criamon who are interested gather at the Cave of Twisting Shadows, where they enter a shared dream state, accompanied by the ghosts of past magi. The cavern then fills with images and phantasms of all kinds, terrible and wonderful. The first magus to interpret the symbols to mean that he is to be primus simply stands and announces the revelation.

Becoming a Quaesitor

Though the quaesitores have a house of their own, they also grant quaesitor status to those of other houses who are wise and objective enough to accept the role. No one may apply to be a quaesitor or request quaesitor status; the leaders of House Quaesitor meet in secret councils to select those to whom they will grant the status. The main criteria sought by these councils are wisdom, fairness, a concern for the Order, knowledge of the Code and the Order's history, and a desire to work for the benefit of the Order as a whole. Those who are selected may be required to pass certain tests or fulfill certain tasks before being officially allowed into the fold — these criteria vary from case to case and are always assigned at the discretion of the elders of House Quaesitor.

Currently there are twenty-three quaesitores who belong to other houses — the elders of House Guernicus try to ensure that there is always at least one quaesitor from each house. See the House Guernicus chapter in *Houses of Hermes* for more information. Also, see the character Tyr of Tytalus in *A Medieval Tapestry* (pages 120-122) for an example of a magus of another house who has become a quaesitor.



Chapter 5

Magus Archetypes

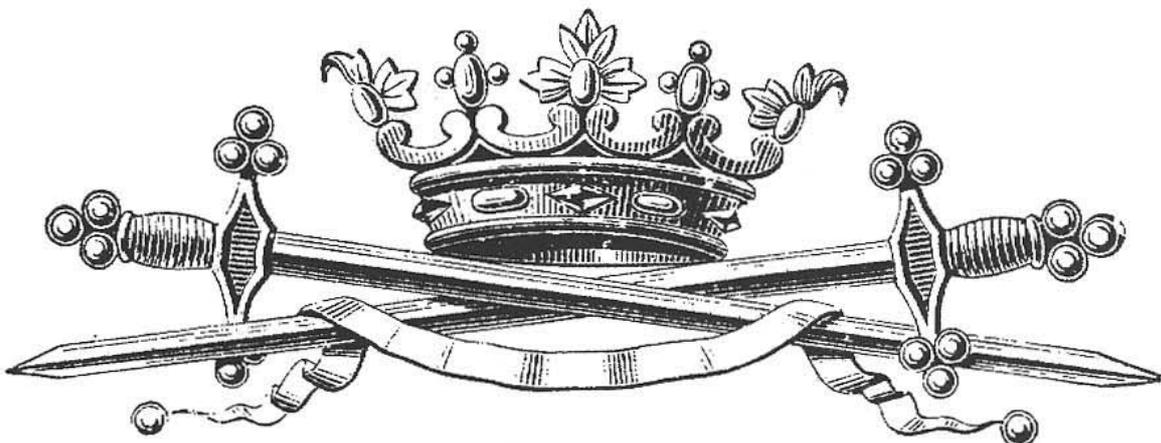
This chapter introduces eight new archetypes for creating magus characters. They are similar to the archetypes found in *A Medieval Tapestry*. As with those archetypes, they attempt to reach beyond the house stereotypes commonly considered and offer new ideas to players.

None of the mechanical steps of character creation change when using these archetypes. Like the Companion and Grog vocations presented in the fourth edition rulebook (on pages 26-31), these are primarily here to give you ideas to think about when creating your character. You certainly may use, adapt, or ignore these archetypes as you see fit.

A general outlook is given for a magus of a given archetype. Each archetype has a list of Suggested Virtues, Suggested Flaws, Suggested Abilities, Suggested Arts, and Suggested Spells. All of these are just that: suggestions. They are meant to point out

ideas that you might not otherwise have considered. Note also that many of the suggested Virtues and Flaws may be mutually incompatible, or represent the same quality at different levels of effect. In addition, a representative point of view from each house is given for each archetype.

Once your character is created, you should realize that these archetypes represent broad areas of interest. There are, for example, no formal organizations within the Order of Hermes for Astrologers or Natural Historians. (Naturally, if your troupe thinks that this would be a good idea, go ahead and add such an association in your saga's Order of Hermes.) While magi built from the same archetype would probably share their interests, their meetings would likely be unofficial, say at a tribunal meeting. The archetypes do not represent strong political affiliations the way that houses do in the Order.



The Alchemist

While there are several traditions of hedge magic that use the techniques of alchemy, there is also a place for these practitioners in the Order of Hermes. The alchemist's training focuses on the production of potions, elixirs, powders, charms, and similar magic items. The study of alchemy also involves understanding and causing transformations, especially the conversion of seemingly mundane or worthless objects into extraordinary ones. The alchemist may also have an interest in finding compounds and extracts that are inherently magical for use in his projects.

Suggested Virtues: Magical Affinity (Potions) +2*, Free Study +1, Alchemy +1, Beginning Vis +1, Herbalism +1, Dousing +1

* This Virtue may require storyguide or troupe approval.

Suggested Flaws: Hedge Wizard -1, Incomprehensible -1, Slow Caster -2, Non-Spontaneity -6, Obsessed (with alchemy) -1

Suggested Abilities: Affinity with Potions, Alchemy, Herbalism, Dousing, Craft—Brewing, Occult Lore

Suggested Arts: Intéllego, Muto, Aquam, Corpus, Herbam, and Terram

Suggested Spells: Spells to help find raw materials and spells to assess the nature, quantity, and quality of vis or other magical materials found.

Bjornaer: Potions and the like may be used while we wear our animal forms, and transformation is at the heart of our magic.

Bonisagus: Further study of these techniques will refine the processes and allow full inclusion into Hermetic theory.

Criamon: Seek to draw the Enigma out of the most ordinary shadows around you.

Ex Miscellanea: Alchemy is part of our lineage, and only we can fully develop this area without being bound by the traditions of other Hermetics.

Flambeau: Being able to prepare healing draughts ahead of time is useful. More useful still is the ability to prepare poisons to lay our enemies low without a fight.

Guernicus: The use of potions and charms to help us seek the truth can allow us to concentrate on the matter at hand rather than on our spells.

Jerbiton: Potions are magic items that trade well for mundane wealth and favors. Further, the work of alchemists and natural magicians is respected among the clergy and nobility.

Mercere: Transformations are part of our founder's legacy to our house. We must do what we can to keep these traditions alive.

Merinita: It is interesting to see how alchemy makes use of what the faeries already know: everything has some magic to it. It is more interesting to see how alchemical processes work on faerie-imbued objects.

Tremere: Rewards such as potions are useful for keeping others in line. Alchemical transformations may be more useful to us than vampirism was.

Tytalus: There is a challenge to fully integrating alchemy into common Hermetic practice, but moreso in learning the secrets of the mundane objects around us.

Verditius: This is a natural extension of our training. With it we can generate useful baubles that will support our investigations of more important matters.



The Astrologer

The stars have long kept their secrets from man and magus alike. The astrologer not only seeks understanding of the ways of the planets and stars in the Fixed Sphere, but how they influence and predict events below the Lunar Sphere. Magic is helpful in making precise observations of the skies, keeping a careful record, and predicting future events in the skies. More importantly, the astrologer can use his knowledge of the skies and of magic to better predict the future. Note that the Church frowns on fortune-telling, since it can deprive humans of the free will granted them by God.

Suggested Virtues: Affinity with Intéllego +4, Divination +4, Cyclic Magic (stellar cycles) +2, Direction Sense +1, Special Circumstances (good sign) +1, Versatile Sleeper +1

Suggested Flaws: Cyclic Magic (stellar cycles) -2, Deleterious Circumstances (bad sign) -1, Twilight Points -1, Hedge Wizard -1, Sense of Doom -3

Suggested Abilities: Affinity with Intéllego, Direction Sense, Divination, Concentration, Artes Liberales (astronomy), Occult Lore (stars)

Suggested Arts: Intéllego, Auram, Imáginem

Suggested Spells: Spells to enhance observations of the stars, especially Intéllego Imáginem spells to enlarge the view, and spells to help with casting horoscopes

Bjornaer: Our nature is like the moon. Like us, it shows different faces, yet is always itself.

Bonisagus: By studying the skies, we may one day be able to break the barrier of the Lunar Sphere.

Criamon: Stars, like dreams, speak volumes about the Enigma. The spaces between stars are also important, are they not?

Ex Miscellanea: We can show others in the Order that our traditions of divination are relevant to Hermetic theory, and perhaps expand on their theories.

Flambeau: The fires in the sky are like the fires in our hearts. Much should be known about both.

Guernicus: The ability to peer into the future may aid the cause of justice. We could better know what ramifications our decisions will have.

Jerbiton: The beauty of the heavens is not to be denied. We should marvel at what God has placed in the skies, and learn from their patterns and designs.

Mercere: Why should we not learn more of the stars? After all, many of our number sleep and travel under the skies as we execute our duties to the Order. Let us have some activities which we can conduct while on the road.

Merinita: The stars change with the seasons, and may influence our faerie friends in ways we do not yet understand. Are not our stars also the stars of Arcadia?

Tremere: Knowledge of the future will help us control the present. We must pursue these studies to maintain our edge in the Order.

Tyталus: The skies are vast, and understanding them is an enormous task. Glimpses of the future are not without their perils, which we can best handle of any in the Order.

Verditius: Perhaps the stars exert some unknown influence on our creations? We should learn if there are more auspicious times to start or finish certain tasks, so that we might enhance our magical traditions.



The Bard

Most cultures in Europe have a stronger oral than written tradition — stories were the way to pass knowledge through the ages. The bard uses stories, epic poetry, and music as a way to remember and use magic. This goes against the culture of the Order, which prefers to preserve knowledge using the written word. The bard's tradition relies on and emphasizes memorization of important matters. While trained as a Hermetic magus, the bard will make his music a part of his magic, which leads to interesting versions of spells. The bard may travel within and outside of Hermetic circles to share information and song.

Suggested Virtues: Gentle Gift +1, Subtle Magic +2, Magical Memory +3*, Adept Student +1, Free Expression +1, Enchanting Music +2, Inspirational +1, Good Equipment (musical instrument) +1

* see page 61

Suggested Flaws: Creative Block -1, Hedge Wizard -1, Incomprehensible -1, Necessary Condition (in verse) -1, Necessary Condition (playing music) -1, Necessary Condition (singing) -1, Rigid Magic -2

Suggested Abilities: Enchanting Music, Charm, Folk Ken, Guile, Concentration, Play (Instrument), Sing, Storytelling, Etiquette, Craft—Musical Instruments, Legend Lore, (Area) Lore

Suggested Arts: Auram, Imáginem

Suggested Spells: Spells that enhance music or singing abilities and spells to ease travel such as *Thoughts within Babble* (InMe 25)

Bjornaer: The songs of the heart are a true way for the bird to speak. We do not have access to our libraries when we are in the wilderness, but should compensate for this difficulty.

Bonisagus: The use of books has made our minds soft and our memories like cheese-cloth. If we rely solely on the powers of our minds, we will be stronger magi for it.

Criamon: The essential nature of music reveals much of the

Enigma. Our stories are an important way to pass on our collected wisdom.

Ex Miscellanea: We must remember our songs and share them with our apprentices. By doing this, we will remember our traditions.

Flambeau: What better way to confuse an opponent than to play a merry tune as the flames dance higher and higher about him? We will then sing his lamentations once he is defeated.

Guernicus: Developing our minds will keep them sharp, and our thinking clear. We will further be able to reference prior law without sifting through tomes. In this way, we will better serve justice.

Jerbiton: It is an aesthetic pleasure to mingle the beauty of music with the beauty of magic. Further, using music to disguise our magic helps keep the mundanes around us at ease.

Mercere: It is helpful to be able to sing for supper when caught between covenants. By memorizing messages in total, we can fulfill our duties without worrying about having our notes stolen or spied upon.

Merinita: Songs and stories are always welcome among the fay. We should learn to combine these with our magic, as they have.

Tremere: By understanding the stories of a people, you better understand the people. Learning the stories of the Order will give us power over our fellows.

Tytalus: Singing out our spells is a difficult and challenging way to practice magic. More challenging yet when we abstain from using books.

Verditius: Crafting magical instruments to enhance our singing and our magic provides a merging of this tradition with our own.



The Court Wizard

You enjoy a cozy relationship with a local noble, perhaps as an advisor or another member of his retinue. The Order of Hermes frowns on a magus openly working for a noble, because it considers the relationship to demean the magus and to endanger the Order (see the ruling on page 26). Thus, you will need to tread carefully to maintain your comfortable way of life. You may need to maintain some distance between yourself and your patron, at least publicly. This may involve minimizing your open use of magic to disguise your affiliation with the Order, or taking on a legitimate position, such as tutor to the noble's children, to disguise your true role.

Suggested Virtues: Gentle Gift +1, Quiet Magic +2, Subtle Magic +2, Silent Magic +5, Clear Thinker +1, Indentured Servant +1, Social Contacts (Nobility) +1, Gossip +2, Patron +2

Suggested Flaws: Enemies (at court) -1 to -3, Enemies (within Order of Hermes) -1 to -4, Bad Reputation (court wizard) -1, Favors -1, Obese -1, Decrepit -2, Obligation -2

Suggested Abilities: Charm, Folk Ken, Guile, Disputatio, Etiquette, Intrigue, Civil and Canon Law, Hermetic Law, (Area) Lore, (Organization) Lore (local power structure)

Suggested Arts: Intéllego, Rego, Imáginem, Mentem

Suggested Spells: Spells that enhance your stature or presence at court, such as *Aura of Rightful Authority* (ReMe 20); spells that let you get information from people, such as *Sight of the Transparent Motive* (InMe 10); and spells that let you scry on mundane political opponents, such as *The Ear for Distant Voice* (InIm 20)

Bjornaer: Mundane allies are useful to those of us who have so few allies within the Order. Staying hidden is a trivial matter for the hunter and the hunted.

Bonisagus: An affluent patron can provide ample resources

for the laboratory. Barring a few minor distractions, we can work in peace and comfort as we will.

Criamon: Even mundanes can benefit from the wisdom of the Enigma. It is only right to provide advice that comes from it.

Ex Miscellanea: Our abilities are often welcomed by the mundanes. Why should we not work for those who appreciate what we have to offer?

Flambeau: We will burn his enemies to the last man. If there are no survivors, there are no witnesses, and the Order need not ever be the wiser.

Guernicus: Such a position offers the opportunity to establish case law for myself. And at least my patron does not tiptoe about as if I were going to try him for speaking an injudicious word.

Jerbiton: We can provide advice to those who rule and live amongst the mundanes as long as we are careful to limit our obligations. It is where we belong.

Mercere: A noble manor is a welcome home when between errands. Here, they respect me as a full magus, rather than treating me like some poor cousin.

Merinita: Mundane courts often lack that spark of life that brings cheer to faerie affairs. We can provide this spark for them.

Tremere: Manipulating mundanes to our end is a trivial matter, yet strangely satisfying. A simple proving ground in which to hone our skills for later.

Tytalus: How far can I push these arrangements? How can I set up my game at court, and then win it?

Verditius: The advantages are clear. In a court, we have access to the resources and materials we need to do our work. The favors required for these benefits are but trivial baubles for us.



The Historian

The historian seeks out records of past times, from a few years ago to several centuries. Having a preference for studying from the Authorities when possible (see page 122), the historian tries to recover those Authorities that would otherwise be lost for all time. Unlike the Seeker archetype (in *A Medieval Tapestry*), the historian does not limit himself to lost magical traditions. He feels that casting a wider net may yield a rarer find. The historian may focus on some part of mundane history, such as the history of a specific region. However, most focus on the Order and the traditions of its founders, since these often grant the most insight into current magical practice.

Suggested Virtues: Magical Affinity (Intéllego) +4, Adept Student +1, Gentle Gift +1, Hermetic Prestige +1, Strong Writer +1, Deft Art (Intéllego) +1, Book Learner +1, Higher Purpose (preserve history) +1, Social Contacts (historians) +1, Highly Trained (history) +3

Suggested Flaws: Slow Caster -2, Driving Goal -1, Noncombatant -2

Suggested Abilities: Folk Ken, Disputatio, Lectio, Scribe Arabic, Scribe Greek, Storytelling, Artes Liberales, Philosophiae, Theology, Hermetic Law, (Area) Lore (history of area), Order of Hermes Lore (history of Order), Legend Lore

Suggested Arts: Intéllego, Mentem

Suggested Spells: Any spells that help you glean information about the past (such as *Eyes of the Past* [Inlm 20]), including from people, places, and books. Spells that help you restore texts to a less damaged condition are also helpful.

Bjornaer: Those lands that were independent of Rome's influence have a history as rich as that of Rome itself. It is our duty to find out more of our history.

Bonisagus: We must go to the wellspring of the fount of knowledge and drink deeply

there. By learning more of the great moments of our theory's development, we can learn more about how to expand upon it.

Criamon: Philosophers of ancient lands such as Greece or Persia had some insights into the Enigma. We can learn more of the Enigma ourselves by revealing what they knew.

Ex Miscellanea: By studying the past and our history, we can find a context for ourselves within the Order.

Flambeau: One must know his enemy. Many that we will face again we have faced before.

Guernicus: As we serve the interests of justice, we are guided by history and precedent. We therefore must study what we can to execute our duties responsibly.

Jerbiton: We must go to the original sources to better understand the mundanes around us.

Mercere: It is our duty to bring the message of the past to the present.

Merinta: Knowing more of our own history will help us understand the fay better, as they so often follow our past trends.

Tremere: He who controls the past controls the present. By learning more of the past, we hope to control it and thus control others.

Tyalus: We wish to learn how those who walked before us misstepped in their road to power. This knowledge will help us choose new challenges that will come to a fruitful end.

Verditius: We feel that some of our tradition has been lost by integration with the Order. We should learn more about our founder and about other means of cunning manufacture that may be lost in the mists of time.



The Illusionist

Through his manipulations of images, the illusionist comes to understand the reality behind the seeming. This understanding may be used to hide the truth, as faeries seem to do with their glamour. Or, it may be to reveal the truth, which may be the goal of the faerie's illusions. Most illusionists use their powers to cloud the minds of mundanes around them and befuddle their senses. The illusionist's ends may be control or amusement, but the means are invariably effective.

Suggested Virtues: Magical Affinity (Imáginem) +3, Magical Affinity (Mentem) +3, Deft Art (Imáginem) +1, Deft Art (Mentem) +1, Quiet Magic +2, Subtle Magic +2, Silent Magic +5

Suggested Flaws: Hedge Wizard -1, Incomprehensible -1, Twilight Points -1, Warped Magic -1, Weird Magic* -1, Twilight Prone* -3, Susceptibility to Faerie Power -4

* these flaws may be found on page 62

Suggested Abilities: Affinity with Imáginem, Affinity with Mentem, Finesse, Charm, Guile, Disguise, Intrigue, Faerie Lore

Suggested Arts: Imáginem (for image-based illusions), Mentem (for mind-affecting illusions)

Suggested Spells: *Restoration of the Lost Image* (CrIm Gen), *Discern the Images of Truth and Falsehood* (InIm Gen), *Discern Own Illusions* (InIm 2), *Restore the Image Transformed* (MuIm Gen), as well as other spells to create and manipulate false images. *Return of Mental Lucidity* (CrMe Gen), *Recollection of Memories Never Quite Lived* (MuMe 25), *Confusion of the Numbed Will* (ReMe 15), and other spells to change a person's view or memory of reality.

Bjornaer: We are best placed to understand how what one sees may not be all there is.

Are we not also capable of changing our seeming, leaving the reality unchanged?

Bonisagus: The magic of illusion is both powerful and subtle. We should understand it better, that we might make better use of it in our research.

Criamon: We seek the reality that is the Enigma. You are the only thing that is real. All else is an illusion.

Ex Miscellanea: Our traditions in this powerful field of study deserve respect. We can make this our hallmark on the Order.

Flambeau: How better to defeat an opponent than to turn him against himself? Not as flashy, perhaps, but certainly effective.

Guernicus: We must strip away the façades, and deal only with the truth. This is necessary if justice is to be served.

Jerbiton: Beautiful and subtle are the workings of these magics. As we have developed an appreciation for the true things in the world, we can create more convincing illusions of them.

Mercere: With the use of images, we can more clearly convey those messages entrusted to us. It does seem that an image is worth its weight in words.

Merinita: This is an obvious field of study for us, since it is so close to the powers of our faerie brethren.

Tremere: If we can control the perceptions of reality, we can control something of reality itself. Illusion magic makes it easier to manipulate others to achieve our ends.

Tyталus: We were caught by deception once, and it dealt us a blow from which we are still recovering. We should learn more, lest we be caught by it a second time, and utterly destroyed.

Verditius: This field of study can certainly lead to interesting projects.



The Natural Historian

The natural historian desires to understand the workings of the natural world around him, and relate this understanding to Hermetic theory. Like the natural magician (see *Hedge Magic*), the natural historian tries to draw out the latent magic in mundane objects. He also uses his magic to improve his understanding of Nature. Natural historians tend to divide into two camps. The first spends most of its time in the laboratory developing theories about how nature works. The second spends most of its time in the field making observations of how nature works. It is a rare magus who does both.

Suggested Virtues: Magical Affinity (Animál) +3, Magical Affinity (Herbam) +3, Magical Affinity (Terram) +3, Magical Affinity (Intéllego) +4, Deft Art (Intéllego) +1, Free Study +1, Animal Ken +1, Herbalism +1, Weather Sense +1

Suggested Flaws: Minor Magic Deficiency (Vim) -2, Minor Magic Deficiency (Rego) -3, Major Magic Deficiency (Vim) -3, Major Magic Deficiency (Rego) -4

Suggested Abilities: Affinity with Animál, Affinity with Herbam, Affinity with Terram, Affinity with Intéllego, Animal Ken, Herbalism, Weather Sense, Hunt, Survival, Philosophiae, (Area) Lore (animals), (Area) Lore (plants)

Suggested Arts: Intéllego, Animál, Herbam, Terram

Suggested Spells: Any that help you understand how animals and plants work, or get around in the wilds

Bjornaer: We are a part of nature. By understanding nature, we better understand ourselves.

Bonisagus: By studying the natural magic inside all objects, we may be able to expand our Hermetic theory. We may even be able to provide new sources of vis for the Order through careful extraction.

Criamon: The Enigma is in all things, and it is certainly in

nature. We therefore study the Enigma when we study the world around us.

Ex Miscellanea: Many of us are already attuned to the natural magic of items, and we have certainly had the most experience with these studies. Perhaps we can make the next great contribution to the Order.

Flambeau: Death and decay are a part of nature's cycle. If we know how these processes occur naturally, we can learn to accelerate them using our magic.

Guernicus: We can learn about the law from many sources. After all, Nature's justice is terrible and swift.

Jerbiton: There is beauty in all things. Our contemplation of nature allows us to understand how mundanes relate to the world around them, and gives us an opportunity to remember what it is like to be mortal.

Mercere: We have plenty of time to observe while we are on our travels. Careful notes and a little insight go a long way to understanding what is going on in Creation.

Merinita: To be true to our founder, if not to our more recent traditions, we should pursue the study of nature. The fay have learned how to call out the spirits that dwell within all things, and we should do the same.

Tremere: We can control what we understand. Nature surrounds us all, and if we can control it, we will truly be able to master others.

Tytalus: Nature holds her secrets tightly to her. It will require all of our skill and intrigue to draw her secrets forth that we might profit from them.

Verditius: All of our devices are made of materials that are part of the earth's bounty. If know more about the materials we use, we can perhaps fashion better magical devices.



The Teacher

The teacher has a passion for imparting knowledge to others. He is thus willing to take time away from the laboratory to pass on his discoveries and insights to any willing student. This tendency may cause the teacher to slight his own personal studies, because he would rather be teaching than doing. The teacher naturally has a strong interest in training apprentices of his own. This interest is in part to mold and shape future magi with his point of view, but also in part that apprentices are a captive audience for his pedagogy. The teacher may also teach at a nearby university or cathedral school to explain something of magic and related matters to those outside of the Order in order to foster some mutual understanding and tolerance.

Suggested Virtues: Magical Affinity (Mentem) +3, Magical Affinity (Intéllego) +4, Adept Student +1, Free Study +1, Strong Writer +1, Book Learner +1, Social Contacts (Universities) +1, Fast Learner +5

Suggested Flaws: Incomprehensible -1, Poor Student -1, Unimaginative Learner -1, Driving Goal (explain magic) -1, Noncombatant -2

Suggested Abilities: Affinity with Mentem, Affinity with Intéllego, Disputatio, Lectio, Scribe Arabic, Scribe Greek, Artes Liberales, Philosophiae, Hermetic Law

Suggested Arts: Intéllego, Mentem

Suggested Spells: Spells that aid your ability to learn and teach

Bjornaer: We must teach what we know of our forms and transformations to prevent persecution. Díedne held on to their secrets, and it cost them dearly in the end.

Bonisagus: As a descendant of Bonisagus, it is our duty to share what we know of magic with our comrades in the Order.

Criamon: The study of the Enigma is a pleasure, and a pleasure that is best shared with others. We must try to reach those that most need our wisdom.

Ex Miscellanea: By teaching others in the Order about our varied traditions, we have an opportunity to shape the future of magical practice. We could even secure our place in the Order by providing new insights into Hermetic theory.

Flambeau: It is a worthy pursuit to train our brothers in the art of magical combat. We can only remain strong if we keep in practice.

Guernicus: We should teach others what we know of the law and of justice to help foster cooperation with others.

Jerbiton: Our interactions with mundanes will foster tolerance of the Order. They will not fear what they understand, and we must give them that understanding.

Mercere: Our travels teach us much. As much as conveying messages is our duty, so should we convey our knowledge as well.

Merinita: Our interactions with the fay give us special insights into the workings of magic. By teaching this to the Order, we can help protect our faerie comrades from the incursions of callow magi.

Tremere: We can control the future of the Order by inculcating our philosophy in the young. Eventually, all will share our point of view.

Tytalus: It is one thing for the student to hear the teacher's words. It is quite another for the student to understand the teacher's intent. Let us work to make our intent clear, even if our words are not.

Verditius: Our unique magical tradition should be shared with others in the Order, if only to keep the Order strong and vibrant.





Chapter 6

Characters

This chapter gives some supplementary material to help you design and play your characters. Several new Virtues and Flaws (Hermetic and otherwise) are presented here, and may be used freely. Previously published Virtues and Flaws have been collected from previous *Ars Magica* supplements, including *Faeries*, *Lion of the North*, *Hedge Magic*, *Shamans*, and *The Tempest*. The versions presented here have been adapted for compatibility with the fourth edition rules. Note that there may be additional Virtues and Flaws in these supplements that are specific enough to the supplement that they have not been repeated here, or are given a cursory mention.

Other items in this chapter include some further effects of longevity potions and some guidelines on how magical theory applies in game play.

Hermetic Virtues and Flaws

Variable Virtues

Chosen by Familiar: A magical animal has chosen you as an intimate friend and seeks to become your familiar, saving you the

burden of seeking a companion yourself. You need no minimum *Animál* score to open the familiar for enchantment (see page 96 of *ArM4*). For each positive point of the animal's *Size*, this Virtue has a cost of one point. Animals with a zero or negative *Size* cost a minimum of one point. The animal has a *Magic Might* rating of 10 for every further point devoted to this Virtue. The storyguide or troupe determines the animal's mystical powers, if it has any, and may elect to increase the cost of this Virtue to reflect those. If you ever scorn your animal companion, it may turn against you as a spurned lover would.

+1 Virtues

Díedne Druidic Magic: Druidic magi in Díedne's tradition have +4 bonuses on *Creo*, *Muto*, and *Rego* Techniques and +2 bonuses on *Animál* and *Mentem* Forms to represent the traditional fields where druids excelled. These bonuses work like a *Knack*, save that they may not be increased. Further, when casting a spontaneous spell, all totals are divided by two whether the caster expends a *Fatigue* level or not, reflecting the immediate nature of Díedne's magic.

A magus from this tradition can only cast formulaic or ritual spells after he has spent enough experience to have mastered the spell. However, the magus cannot ever use the benefits of mastering a spell. The player may allocate one experience point earned on

an adventure towards this memorization. Díedne druidic magi are unable to perform any sort of group ritual spell or combine their powers by means such as *Wizards' Communion* (MuVi Gen). (Originally published in *The Tempest*.)

Mandrake Magus: Animate mandrakes can teach magic. A very few people find escaped or naturally occurring mandrakes and are taught magic by them. If you are such a 'mandrake magus,' your character is generated as normal except for the following modifications. Your magus must be a member of House Ex Miscellanea and automatically suffers from the Hedge Wizard Flaw (see ArM4, page 35) with no corresponding Virtue to counterbalance it. You start with no score in Speak Latin or Scribe Latin, and only one level in Parma Magica. Your character's starting experience equals his age + 15 due to his isolation from the Order. You may not place any starting experience into Certámen,

Hermetic Law, Order of Hermes Lore, or Scribe Latin. You are likely to be afraid of normal Hermetic magi. This +1 Virtue assumes your teacher is still animate. See page 123 of *Faeries* for more information on what a mandrake can do. (Originally published in *Faeries*, page 138.)

Mercurian Magic: This Virtue represents an influence of Mercurian traditions upon a Hermetic magus's magic, not the magic which would be found in a fully fledged priest of Mercury in ancient Rome.

Due to their strong intellectual interest in the structure of magic, Mercurian magi receive a 20% bonus (rounded down) to their current level in the Perdo Technique and their favored six Forms (Aquam, Auram, Corpus, Ignem, Terram, and Vim) when casting ritual spells.

Mercurian magi in the Hermetic tradition have a limited ability to perform spontaneous magic. When attempting to cast a





spontaneous spell, these magi automatically lose a Fatigue level and must divide by five, not two. If at least three magi are working in concert and all of them know the spell being cast, the benefits of the spell *Wizards' Communion* (MuVi Gen) are automatically conferred when a formalized spell is so cast (that is, separate knowledge of *Wizards' Communion* is not necessary). (Originally published in *The Tempest*.)

Promised Apprentice: Through fate, prophecy, deal, or debt, an apprentice is promised you sometime in the future. You do not have to seek out one yourself. The would-be apprentice may be an unborn child, a youngster, or an older person (although this last is rare as the young are usually most receptive to magical training). Your future apprentice certainly has the Gift. As soon as you are capable of taking the apprentice, you can start his training.

Sense for the Gift: You have an ability to recognize the magical Gift within others in your presence. Their Gift may be of any type — active, latent, partial, damaged, full, or other — and need not be Hermetic in nature. Thus you can sense magical ability in shamans, hedge wizards, magical creatures, some diabolists (those who have been granted Magical and not purely Infernal powers), and occasionally ghosts and spirits. Not even beings with the Gentle Gift Virtue can escape your senses, though you must make a Perception roll of 6+ to recognize them. Beings with the Blatant Gift Flaw are as distracting and discomfiting to you as they are to mundanes and animals, and your social interactions with them suffer the same penalty. The Blatant Gift Flaw is not available to you as it would drive you mad.

+2 Virtues

Aura Sense: You can automatically feel the quality of any supernatural aura you make contact with, Faerie, Magical, Infernal, or Divine. With a Perception + (Vim/5) roll of 12+, you recognize the supernatural power

within a place or object; with a 15+, you can determine the approximate rating of the Aura (weak, moderate, or strong). Because of your sensitivity, you suffer a -2 penalty to all natural and magical resistance rolls against all forms of supernatural magic, including Faerie, Magical, Infernal, and Divine.

Faerie-Raised Merinita: Many members of House Merinita are merely mortals who have always been fascinated by faeries. Others are mortals who have faerie blood. However, a few of the house's members lie on the borderlands of mortality. They are those mortals who spend too much time in Arcadia and eventually become faeries. Small children are especially susceptible to this transformation. When infants are taken into Arcadia and not recovered by their parents, they usually slowly become fay. Some members of House Merinita bargain for these children while they are still mortal, because they often have the Gift. It is unknown if their having the Gift is one of the reasons they are taken by the fay or if the Gift is developed as a side effect of their becoming fay. As a consequence of their living in Arcadia and being weaned on faerie food, these children are partially faerie in their nature and so have the same Abilities and limitations that individuals with Strong Faerie Blood do (see *Faeries* Chapter 10, "Playing Faeries and the Faerie-Touched").

Because their parents must also teach them how to live in and interact with others in the mortal world, these faerie-raised apprentices end up somewhat slighted in their magical training. They have only 100 points with which to purchase Arts, and may take only 100 levels of spells to start. The faerie nature of these magi gives them the -1 Flaw Loose Magic for which they do not gain a corresponding point of Virtues (see ArM4, page 36) and an extra botch die when casting magic. However, due to their innately changeable and fluid manner of thought, they excel in spontaneous magic. These characters divide their spontaneous magic rolls by two without the need to expend fatigue. (Originally published in *Faeries*, page 139.)

Mage-Smith: If you hand-craft a durable magic item, you may add your applicable

Craft score to your Lab Total. If you have several applicable Craft abilities, the primary one counts fully and each additional Ability adds one to your Lab Total. Potions are not considered durable magic items, although vellum scrolls are possible if you are a percamenarius (see "On the Creation of Manuscripts" on page 125). Thus, if you have Craft—Woodworking and Craft—Blacksmith and are designing an iron-shod staff, your Craft—Woodworking skill is added wholly to your Lab Total and the Craft Blacksmith adds one. An item can be opened for magical investment in the same season it is made, assuming the item was relatively simple. Having an applicable specialty in the Craft ability only adds an additional one to the Lab Total if it is in the primary ability applied. This Virtue needs some scrutiny by the storyguide or troupe, especially if taken by a Verditius magus.

Quick Mastery: You learn the tricks of mastering spells faster than most magi. When casting spells, if you exceed the number required by ten or more, you gain one experience point toward mastery of that spell. This can happen only once per spell per story, and additional experience may not be applied to a spell that has already received a point in the story.

Study Bonus: When given the opportunity to study an Art from books or raw vis in the presence of the Form or Technique, your surroundings give you new insights into your studies. Add two to die rolls to study from vis (before multiplying), or two to the Quality of any text you study from. Your current Art score determines the magnitude of the surroundings you require to get the bonus. For example, a small river might suffice to help start your study of Aquam, but you may need to be at sea to improve your score from 15.

Outsider Trained in the Order: This Virtue may only be taken by a non-Hermetic magician such as a Shaman (see *Shamans*) or a Gruagach (see *Lion of the North*). Your master was a non-Hermetic magician, but he was a member of the Order of Hermes, so you begin as a member of House Ex Miscellanea. You may not start with a score in Certámen,

Order of Hermes Lore, or Parma Magica. You automatically have the -1 Hermetic Flaw Hedge Wizard (see ArM4 page 35).

Remember that this training only covers life in the Order of Hermes; your magic is still non-Hermetic. However, you can at least take part in discussions with others in the Order, and attempt to gain their respect. Your parents may also be known to others in the Order. Furthermore, members of the Order will not feel that your power threatens theirs, and thus will not feel the need to hunt you down and slay you.

Any non-Hermetic magic-user may join the Order of Hermes without the necessity of purchasing any special Virtues or Flaws, but other requirements must be met. See *Hedge Magic*, page 33. (Originally published in *Shamans*.)

+3 Virtues

Life Boost: You may boost your formulaic spell casting totals by expending additional Fatigue levels. Each Fatigue level gives you an additional bonus of +10 on the roll, which can yield very impressive Penetration totals. You may burn more Fatigue levels than you possess: each additional one costs one Body level. Fatigue (and Body) levels spent in this way are spent regardless of the success or failure of the spell roll. The total number of Fatigue (and Body) levels to be used must be committed before the casting roll is made.

Magical Memory: Your memory has been developed to remember magical rather than mundane things. You need not keep laboratory texts (see ArM4 pages 90-91) of your creations to get a Magic Theory bonus when duplicating those projects. After studying another magus's lab texts you get his Magic Theory score as a bonus when duplicating his project, but you do not need his notes at hand. When casting spontaneous spells, you are considered to know a similar spell of the third magnitude (+3 bonus) if you take a minute to contemplate the desired effect. To remember any piece of mundane information





requires an Intelligence stress roll of 6+. On a botch, you mistake another fact for the one you seek.

Harnessed Magic: You have great control over your spells. You are able to cancel any of your spells simply by concentrating. You can even cancel the magic in magic items which you created. The act of canceling your magic should be treated as if you were casting a spell for timing and concentration purposes. If you are distracted and fail a Concentration roll (see ArM4 page 73), another attempt may be made in a later round. Spells and magic items can be canceled out over any distance. The drawback is that any magic item you craft is an arcane connection to you. Also, when you die, all of your spells and magic items sputter out.

+6 Virtues

Flawless Magic: You learn formulaic spells perfectly every time. Whenever you learn or invent a formulaic spell, it is automatically mastered (see ArM4, page 76); you do not need to expend any experience to master it. Obviously, all of your beginning spells are mastered.



-1 Flaws

Weird Magic: Your control over magic is somewhat loose, perhaps due to Twilight effects or idiosyncratic training. Roll one extra botch die when you botch on stressed spell casting rolls, apart from your other botch dice. Botches from this die should be strange or bizarre rather than dangerous, and if the Weird Magic botch occurs along with a regular botch, the results could be truly spectacular.

-2 Flaws

Binding Sigil: Your wizard's sigil (see ArM4 page 14) is so intimate to you that any remains of your spells form an arcane connection to you. For example, if your wizard's sigil is the odor of roses, air bottled in your presence at the moment you cast a spell may be used as an arcane connection to you.

-3 Flaws

Twilight Prone: You either enjoy or cannot help running excessive amounts of magic through you when you cast spells. Roll one extra botch die when you botch on stressed spell casting rolls, apart from your other botch dice. If this extra die indicates a botch, roll for Twilight automatically in addition to any other botch effects indicated.

Difficult Longevity Potion: Something in your magical nature makes it difficult for you to make a longevity potion for yourself. An Intéllego Corpus Lab Total of 30+ is required for you to make your potion, and two pawns of raw vis must be spent for every five years of your current age. To improve your Lab Total by one, you must spend two pawns of raw vis. Those who make a longevity potion for you require a Lab Total of 40+.

-4 Flaws

Mandrake Magus: As for the +1 Hermetic Virtue, above, but your mandrake tutor has left or was destroyed. (Originally published in *Faeries*, page 138.)

Originally Trained in an Incompatible System: Your magical training started in a system that is incompatible with Hermetic magic. For example, you may have started as a grugach (see *Lion of the North*), a kabbalist (see *Kabbalah*), or a hedge wizard (see *Hedge Magic*). As general as Hermetic theory is, some systems of magic resist integration.

Because of the differences between Hermetic magic and your incompatible system, you have difficulty learning Parma Magica and magical Arts. You suffer a -1 penalty on your Parma Magica and magical Art scores. For example, if your score is 3, it is the equivalent of 2. The "Make Your Own Tradition" section in *Hedge Magic* contains guidelines for creating such a tradition. (Originally published as "Trained as a Gruagach" in *Lion of the North*, page 102.)

Waster of Vis: When you use raw vis you waste half the pawns you apply, rounded down. The lost raw vis does not apply to the magical effect being enacted but does count toward the total number of botch dice you must roll if you botch. So, if you want to increase the range or duration of a formulaic spell, you have to use two pawns of raw vis per magnitude of the spell. If you want to improve an Art score by studying raw vis, divide the number of pawns used by two before multiplying the result of your die roll. Wasted pawns count toward the maximum number you can use at one time.

Companion Social Class

+1 Virtues

Pauper Knight-Errant: You have received the accolade of knighthood and are on the very bottom rung of the ladder of nobility. You have the right to carry arms and be addressed as "sir" (or the local equivalent). However, you do not have any other game benefits. On the plus side, you do not owe anyone fealty, nor are you obligated to provide a season of service a year. This may be the only inheritance you will ever receive or may be the result of a series of unfortunate accidents. (Originally published in *Lion of the North*, page 100.)

+4 Virtues

Faerie Doctor: Faerie doctors are a variety of hedge wizard who act as intermediaries between mortals and faeries. The position is hereditary, with faerie doctors training suitable nephews or nieces. Often faerie doctors pass on the full secrets of their power on their deathbeds. Faerie doctors possess the +1 Virtue Faerie Sight at no cost (see page 64), with a base score of 3. Faerie doctors are granted the Summoning Talent and the Command Talent (which are described in detail on pages 137-138 of *Faeries*).

Faerie doctors are also subject to several vows and restrictions. Each, whether male or female, must remain celibate and never marry. In addition, each must keep some vow such as a promise to never cut his or her hair, never eat in a house, or never handle money. This vow is hereditary, and varies from family to family. Finally, all faerie doctors must aid any who come to them who are afflicted by the faeries, though they may request payment for such services. For a complete description of this Social Class, see pages 137-138 of *Faeries*.

Guild Alchemist: In the early 13th century guilds are forming in the large cities of Mythic Europe. One such guild is the Guild of Alchemists and Apothecaries. These alchemists sell their wares in cities and at traveling fairs. Guild training assures that members have a minimum level of competence before they are allowed to practice. However, members must pay guild dues, abide by the guild rules of secrecy, and accept the guild's rulings about prices. You are a member of the Guild of Alchemists and Apothecaries, and have a minimum age of (22 - Intelligence).

All guild alchemists begin with 3 levels in the Exceptional Ability Alchemy (but need not take the +1 Virtue Alchemy), 3 levels in Philosophiae, 3 levels in Speak Latin, and 3 levels in Scribe Latin. Guild alchemists can create potions and bring about transformations as natural magicians do (see pages 41-42 in *Hedge Magic*).



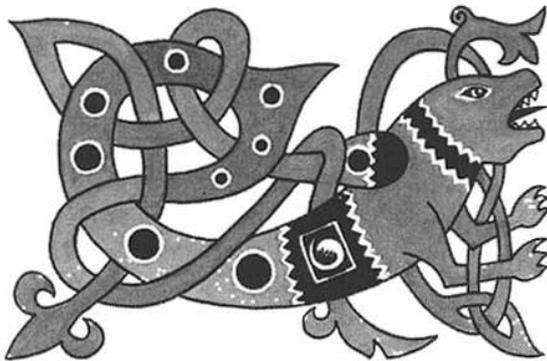


General Virtues and Flaws

+1 Virtues

Blessing: Blessings bring aid and comfort to those on whom you bestow them. You are granted the Exceptional Talent Blessing 1 which you may increase with experience. You must wish a specific blessing upon a person, animal, or place by speaking the blessing aloud, and the storyguide determines how much of it takes effect based on the Blessing die roll. The blessing generally reaches its full extent within a full day. The spell effect of the Blessing is generally level 20. *Talent Specialties: Crops, healing, children.* (Originally published in *Faeries*, page 136.)

Faerie Sight: This is similar to the +1 Virtue Second Sight, except that you are attuned to seeing faeries and faerie things. Choosing this Virtue confers the Talent Faerie Sight 1, which can be improved with experience as other Talents. It allows you to see through faerie illusions on a Faerie Sight stress roll of 12+. Faerie Sight also allows you to see into faerie regions. (Originally published in *Faeries*, page 133.)



+2 Virtues

Bane Maker: This Virtue gives you the Exceptional Skill Craft Bane 1. You may increase your score in this Skill as you would other Abilities. You are able to make lesser and greater banes just like those made by cunning-folk. See the rules starting on page 37 of *Hedge Magic* for details on banes.

Charm Maker: This Virtue gives you the Exceptional Skill Craft Charm 1. You may increase your score in this Skill as you would other Abilities. You are able to make lesser and greater charms just like those made by cunning-folk. See the rules starting on page 37 of *Hedge Magic* for details on charms.

Death Prophecy: You have been blessed or cursed as to your fate. Someone (a magician, a faerie, or other supernatural creature) has put a condition on your death, and until the condition is met, you will not die, though you can be seriously injured. You heal normally, but cannot die as a result of wounds or old age. Unfortunately for you, fate or bad planning can bring about the conditions in unexpected ways. If, for instance, your death condition is to fear only boars, you should be wary of men bearing boars on their coats of arms or of inns named after boars, in addition to the purely mundane creatures.

The storyguide must keep the prophecy in mind and give fair warning of items related to the prophecy. At the very least, the storyguide should provide the clues to the rest of the party after the event, if the character is killed. Players may only take this Virtue with the agreement of the storyguide or troupe. (Originally published in *Lion of the North*, page 100.)

Folk Magician: This Virtue gives you the Exceptional Knowledge Folk Magic 1. You can increase your score in this Knowledge as you would other Abilities. This Virtue also allows you to recognize and use wild vis as cunning-folk do. (See pages 36-37 of *Hedge Magic* for details.)

Gift of Tongues: You are able to speak with any human without difficulty, regardless of language. This ability is of no help with

written material, and you may only talk with speakers of one language at once. That is, if you know neither Norse nor Provençal, you cannot talk to speakers of both at the same time. (Originally published in *Shamans*.)

Greater Herbalism: In addition to gaining all the benefits of the +1 Virtue Herbalism (see ArM4, page 41), you are able to create potions and minor potions like those created by cunning-folk. (See pages 34-36 of *Hedge Magic* for details.)

+4 Virtues

Grant Curse: You have the Exceptional Talent Curse 1, which can be increased further by experience. Curses can reduce Abilities, Characteristics, and Virtues, or can grant Flaws. A Curse must have a condition that breaks it. Complete information on the use of this Virtue is available in *Lion of the North* on pages 107-108.

Grant Geas: You have the Exceptional Talent Geas 1, which can be increased with experience. A Geas is a prohibition against some act, and if this prohibition is broken, a Curse is invoked on the victim. A Geas is generally permanent and cannot be repealed or revoked easily. Complete information on the use of this Virtue is available in *Lion of the North* on page 106.

Grant Gift: You have the exceptional Talent Gift 1, which can be increased with experience. A character with the Gift Talent can grant abilities, traits, or Virtues to himself or to others. However, he must specify conditions which will cause the Gift to be lost. Complete information on the use of this Virtue is available in *Lion of the North* on pages 106-107.

Guild Alchemist: As the +4 Companion Social Class Virtue.

Homunculus (magi): You are the owner, or perhaps the servant, of an animate mandrake. It has all the animate mandrake abilities described on pages 123-124 of *Faeries*, and it is reasonably well-disposed toward you,

as long as you treat it well. (Originally published in *Faeries*, page 138.)

Magical Ally: You had partial training as a spirit master (see pages 44-49 of *Hedge Magic*), during which time you found a magical ally and bargained with it for its companionship. Use the guidelines found on pages 48-49 of *Hedge Magic* for selecting your ally. These rules also govern the way your ally behaves in play.

Mystic Understanding: You can achieve mystic understanding just like an ascetic can (see pages 53-54 of *Hedge Magic*).

Natural Enchantment: You have been trained in the construction of enchantments using the disciplines of natural magic. You use the same rules that natural magicians do to construct enchanted devices (see pages 43-44 of *Hedge Magic*). Characters with this Virtue may purchase the Ability Philosophiae (which is normally only available to educated characters), but gain no initial score in it.

+5 Virtues

Homunculus (companions): As for the +4 Virtue Homunculus for magi, above.

Magical Music (companions): You have the Enchanting Music Talent (see ArM4, page 43). In addition, you may control with your music both living things and your surroundings. Such music can compel animals, plants, rocks, and even the winds to do your bidding or to answer your questions. You may cause any Intéllego or Rego effect with Animál, Aquam, Auram, Herbam, Ignem, or Terram while playing your music. First you decide what you wish to occur. Then you must make a successful roll of Presence + Enchanting Music + Play Instrument (or Sing) + a stress die. This total determines the resulting level of the desired Hermetic spell effect. If this total is equal to or greater than the level of the desired Hermetic spell effect, then the effect occurs and you lose a Fatigue level. If this total is equal to or greater than twice the level of the desired Hermetic spell effect, you lose no fatigue. On a failure, noth-





ing happens. You may spend one and only one Fatigue level to add +5 to your roll.

To take this Virtue, you must also have the +1 Virtue Free Expression; therefore, only mortals may have this Virtue. However, it is a Virtue most easily learned from contact with the faeries, so many characters who have it have either the Virtue Faerie Blood or the Virtue Faerie Upbringing. (Originally published in *Faeries*, page 139.)

Natural Spellcrafting: Your education and background allow you to craft and cast spells using the same rules that natural magicians do (see pages 42-43 of *Hedge Magic*). Characters with this Virtue may purchase the Ability Philosophiae (which is normally only available to educated characters), but gain no initial score in it.

Summoner: You are able to summon creatures, people, and spirits just as spirit masters do (see pages 44-48 of *Hedge Magic*). You know how to draw a protective circle, and gain the Exceptional Talent Summoning at level 1. You may spend experience to increase your score as with other Abilities.

+6 Virtues

Purity: You strive to live according to the ideals of asceticism, and due to this striving, you have a Purity score. This score functions just like Purity does for ascetics (see pages 51-52 of *Hedge Magic*). You may also attempt transcendences as ascetics do.

Variable Flaws

Prohibition: You have had a Conditional Curse (also known as a "Geas") cast upon you and must obey the restrictions of your prohibition or be penalized by the curse. If you fail to adhere to the restrictions, you will suffer the curse in full force. The storyguide must determine the level of this Flaw, using the Cursed Flaws as a guide. More stringent restrictions on your activities increase the

value of the Flaw. (Originally published in *Lion of the North*, page 103.)

Feud: Your family is involved in a feud. The opposing family or families are roughly of equivalent strength to your family and its allies. The cost of this Flaw is dependent on the age and the nature of the feud:

- 1 The feud is new, not yet a blood feud
- 2 The feud has been going on a while; a few murders have occurred
- 3 The feud is a full-fledged bloodbath.
- 1 (Additional) The feud is fueled by supernatural powers.

You are liable to be ambushed or attacked by opposing clansmen, and your family expects you to join raids against your enemies. (Originally published in *Lion of the North*, page 103.)

-1 Flaws

Afflicted Tongue (companions and grogs): You have a speech impediment, such as a lisp, stutter, or missing teeth. You suffer a -2 to all rolls involving the voice. (Originally published in *Lion of the North*, pages 102-103.)

-2 Flaws

Palsied Hands: Your hands shake uncontrollably, which makes casting spells or holding objects difficult. All rolls involving holding or wielding an object are made at -2, including weapon skills. Magi and others who rely on hand gestures to work magic must roll an extra botch die when casting spells. (Originally published in *Lion of the North*, page 103.)

Transvestite: You dress and act as a member of the opposite gender, and expect to be treated as such. This is not a delusion — you know what your physical gender is, but choose to live as the other gender. This flaw must be roleplayed! In many pagan lands such characters are accepted and are treated as

members of their chosen gender. In such lands transvestites often marry and may even adopt children. However, in Christian and Muslim lands you are regarded as a freak, and are often shunned, laughed at, or even chased out of town. However, these problems will only arise if others realize you are not a member of the gender you are living as. Because of your long experience living as a member of your chosen gender, attempting to live as a member of your physical gender will result in a -3 to all Social Skill rolls for as long as you attempt to live as this gender. (Originally published in *Shamans*.)

-3 Flaws

Afflicted Tongue (magi): You have a speech impediment, such as a lisp, stutter, or missing teeth. You suffer a -2 to all rolls involving the voice. You must also roll an extra botch die when casting spells. (Originally published in *Lion of the North*, pages 102-103.)

Apparent Aging

Given the mixed effects of decrepitude, Twilight, longevity potions, and the course of time (not to mention the occasional trip to Arcadia), a magus's age is a complicated subject. But the main *Ars Magica* rules do not address the question of how old a magus using longevity potions looks. The following system gives some guidelines to answer this question.

If you are not using a longevity potion, your apparent age is appropriate to your true age. Naturally, the benefits of better nutrition or the cumulative effects of afflictions will affect your appearance.

A longevity potion allows you to resist physical degradation due to old age (as described on page 181 of *ArM4*). If you are using a typical Hermetic longevity potion, you may appear young but can actually be very old. The rule for apparent aging is simple. If the result of your aging roll is equal to or greater than your current apparent age divided by 10, rounded down, your apparent





age increases by a year. Otherwise, it does not. So, if you appear to be 37 years old, an aging roll of three or more will add a year to your apparent age. This rule applies even if you start using your longevity potion very early on, so if you seem younger than 30, your apparent age increases on a roll of two or more.

Magi who are fond of their youthful good looks have invented variant longevity potions. These potions are designed to preserve appearance, but generally do not provide as much protection against afflictions or decrepitude. For example, a variant potion researched by Alba of House Tylalus prevents an increase in apparent age unless the aging roll is six or more. If you are trying to invent such a potion, apply a -5 penalty to your Lab Total. This penalty also applies to the protection afforded by the longevity potion. Raw vis may be used to increase the Lab Total of the potion, which will help offset the penalty taken to preserve appearance.



Hermetic Theory in Practice

The following sections attempt to clarify some details of the *Ars Magica* magic system that may remain somewhat obscure after a reading of the main rules. Several topics are covered, including ritual spells, magic resistance, arcane connections, and wizard's sigils. As usual, feel free to use these sections as a starting point for your own saga, rather than as the final word.

Ritual Magic

Ritual spells require more energy and concentration to cast than formulaic spells do, but in return can exceed the limits of formulaic and spontaneous spells. Formulaic and spontaneous spells generally have a maximum range (Sight) and duration (Moon), and cannot be used to see into the past or the future.

Exempli Gratia: Apparent Aging

Nemo of House Criamon seeks to retain her youth in order to preserve her skin and the myriad tattoos she wears. She is 20 years old, and begins taking a standard longevity potion to help preserve her youthful complexion. If she did not start taking her potion, her apparent age would follow her true age. Any aging rolls she makes at this point only determine how her apparent age changes from age 20 onward. She does not develop an affliction or gain decrepitude from high aging rolls until she reaches age 35 (assuming she has a 0 Stamina).

In the winter of her 20th year, Nemo makes her first apparent aging roll. Nemo's Lab Total is 43, which yields a bonus of -8 ($43 \div 5$, rounded down) to her aging rolls. She rolls a simple die, getting a result of one. Since she is 20, she adds two (her true age $\div 10$, rounded down) to her aging roll, and then subtracts eight for the longevity potion for a net roll of -5 ($1 + 2 - 8$). Since this result is less than her apparent age (20) divided by

10, rounded down, her apparent age does not change that year.

In her next winter, Nemo rolls a nine. To this roll she adds two (her true age of 21 $\div 10$, rounded down) and subtracts eight (for the longevity potion) for a net roll of three ($9 + 2 - 8$). Since the result of three is higher than her apparent age divided by 10 ($20 \div 10 = 2$), her apparent age increases by one. Thus, Nemo is now 22 but looks 21.

When Nemo is 35 years old, but appears 28, and is making her aging roll, she makes an aging roll of seven, which yields a net result of two (7 from the roll + 3 for [true age $\div 10$] - 8 from potion Lab Total). Since two equals her apparent age (28) divided by 10, rounded down, her apparent age increases by a year; however, as her aging roll is less than seven, she suffers no ill effects this winter. Next winter she will be 36 and appear 29.

Ritual spells may be used to surpass these limits, although at a cost. Casting a ritual spell requires 15 minutes and one pawn of raw vis per magnitude of the spell. Extending the range or duration can be done, but effectively doubles the casting time and vis cost (or triples them, if extending both range and duration).

Given that there is a lower cost in terms of casting time and vis spent for using formulaic spells, why would a magus design and cast a ritual instead? What requires a spell to be a ritual, rather than the extended version of a formulaic spell?

One answer is that ritual spells can be designed to give the same result a formulaic spell would, but with extended range and extended duration at roughly half the vis cost (of course, much more time is required to cast such a spell). You have the additional benefit of using your Concentration score when casting a ritual spell, which can help you maintain control and get a successful casting result.

Another is that ritual spells are generally harder to dispel than formulaic spells. For example, a ritual spell might be required to remove another ritual spell. This should be adjudicated on a case by case basis by the storyguide.

However, the fundamental answer regarding why some spells are rituals and others are not is that spells that seem like they should be ritual spells ought to be. Thus, since spontaneous spells cannot reproduce ritual effects, a spell effect that seems too complex to be cast spontaneously should be made a ritual. Also, any spell with a grand effect that seems disappointingly fast and easy to cast as a formulaic spell might be a good candidate for being made a ritual spell instead. Using this rule, storyguides and troupes may increase the difficulty of spells which they find unbalancing in their sagas without worrying about upsetting the balance of *Ars Magica's* magic system.

Players seeking in-game explanations as to why a formulaic version of a ritual spell is unavailable can refer to the following. First, the ritual version of the spell may have been

originally invented by one of the founders, or dates from the Mercurian Order, or has some other stamp of authority upon it. The ritual version is generally accepted, and is considered perfect as it is. Alternatively, it may be that no one in the Order has thought of or taken time to design a formulaic spell with the intent to consistently cast it at its extended range or duration. (See "Arcane Experimentation" on page 83 for ways to treat this sort of discovery.)

Magic Resistance and Penetration

This section is designed to expand upon the material presented in the "Resisting Hostile Magic" section of *ArM4* (pages 72-73). Its goal to clarify how magic resistance works, exactly what spells may be resisted, and what happens when a spell is successfully resisted. An example of magical combat is included to clarify the mechanics of casting spells at targets that can resist them magically.

Magic resistance is a measure of how well a character or creature can resist the effects of magic. There are several ways in which magic resistance can be conferred, including Might (such as Faerie Might or Magic Might), Rego Vim spell effects, the Hermetic Skill *Parma Magica*, and the knowledge a magus has of a particular Form. Of these types of magic resistance, only the Form bonus may be combined with another type of magic resistance. If a spell cast at a target uses more than one Form because of requisites (see *ArM4*, page 71), use the highest applicable Form bonus for defense. Typically, this means that a Hermetic magus has the benefit of his *Parma Magica* and the Form of the spell he is resisting. If a non-Hermetic target has a Form bonus, it increases that target's magic resistance to spells using that Form.

Magic resistance is automatic for all creatures, including magi, that naturally have it. This means that even beneficial spells might





Exempli Gratia: Magic Resistance and Penetration

Our example begins with a young hoplite, Dhuoda of Jerbiton, finding an intruder, Ignis of Flambeau, in her sanctum. Dhuoda decides to strike first and ask questions later, and the combat ensues. Complete statistics for Dhuoda of Jerbiton are available on page 16 of *A Medieval Tapestry*, but abbreviated statistics for the two magi are provided below. The magical aura of the sanctum is 2.

Dhuoda of Jerbiton

Relevant Characteristics: Int +2, Stm +1, and Size +1

Relevant Virtues and Flaws: Fast Caster, Cyclic Magic (+3 in daytime), Large

Relevant Abilities: Parma Magica (Corpus) 4, Penetration (Corpus) 4, Finesse (accuracy) 3

Relevant Arts: Cr 3, Pe 7, Re 7, Co 10, Ig 1, Me 1

Relevant Spells:

Wound that Weeps PeCo 15/+23

The Chirurgeon's Healing Touch CrCo 20/+19

Note: Dhuoda's casting totals include the benefit of her cyclic magic and the aura.

Ignis of Flambeau

Relevant Characteristics: Int +2, Per +1, Stm +2, and Size 0

Relevant Virtues and Flaws: Affinity with Ignem

Relevant Abilities: Parma Magica (Ignem) 4, Penetration (Ignem) 3, Finesse (accuracy) 2, Affinity with Ignem 3

Relevant Arts: Cr 7, Pe 5, Co 5, Ig 15, Vi 5

Relevant Spells:

Grip of the Choking Hand PeCo 15/+14

Pilum of Fire CrIg 20/+29 (Aimed +1)

Demon's Eternal Oblivion PeVi 20/+14

Note: Ignis' casting totals include the benefit of his Affinity with Ignem and the aura.

Because Dhuoda is a Fast Caster, she will always cast her spells before Ignis does in a given round. Dhuoda and Ignis are assumed to start about 12 paces from each other, at range Near.

In the first round, Dhuoda casts *Wound that Weeps*. She rolls a 3, giving her a casting total of 26. She easily casts the spell, and her Penetration total is $26 + 5 = 31$. Ignis rolls a 6 for his magic resistance, giving him a total of 33 (20 from his Parma Magica + 5 from his score in Corpus + 2 from the aura + his roll of 6). Dhuoda's spell is ineffective.

Since Ignis does not intend to trash the sanctum, he casts *Grip of the Choking Hand*. He rolls a 7, giving him a casting total of 21. He also easily casts the spell, and his Penetration total is 24. However, Dhuoda rolls a 2 for her magic resistance, which gives her a total of 39 (25 from Parma Magica + 10 from Form + 2 from aura + 2 for the roll). Ignis' spell fails miserably.

In the second round, Dhuoda tries *Wound that Weeps* again. This time she rolls a 6, giving her a casting total of 29 and a Penetration roll of 33. Ignis rolls a 2 for his magic resistance, giving him a total of 29. A profusely bleeding wound opens up on Ignis' body, and he will start having to make Stamina checks to keep from losing Fatigue levels in subsequent rounds, as per the spell's effect.

Seeing that his less violent spell was completely ineffective, Ignis reverts to type and lets loose a *Pilum of Fire*. He rolls a 6, yielding a casting total of 35 for a success. Because *Pilum of Fire* must be targeted (see "Targeting" on page 71 of ArM4), Ignis must now see if the spell hits or misses Dhuoda. Dhuoda is basically just standing at Near range casting spells at Ignis, so his ease factor to hit her is 2 ($3 - 1$ for Size 1). Ignis rolls a 0 for his targeting roll, but still gets a 5 (+1 Per + 3 Finesse + 1 Aimed bonus) and hits her. The Penetration total for the spell

is 39, which overcomes Dhuoda's magic resistance total of 32 (20 from Parma + 1 from Form + 2 aura + 9 roll). The spell does 15 damage points (Ignis rolls a 2), which results in 9 points exceeding Dhuoda's Soak of 6. Thus, Dhuoda loses a Body level.

In the third round, Ignis must make a Stamina check because of his weeping wound. He rolls a 5, giving him a total of 4 (5 + 2 Stm - 3 for moving about). He does not lose a Fatigue level this round. Dhuoda dives for cover during her action, as Ignis is proving to be more than she bargained for.

Ignis decides to send the lesson home, and follows up with another *Pilum of Fire*. His casting roll is 8, giving him a 37 casting total. His targeting roll is a 4, which gives him a targeting total of 8. Dhuoda was moving out of the way, and took cover, so the ease factor to hit is 8. Unfortunately for Dhuoda, Ignis finds the mark again. His Penetration total is 41, while Dhuoda rolls a 3, giving her a magic resistance total of 26. Dhuoda loses another two Body levels, and now suffers a -1 penalty to all of her actions (she is Large, and has an extra Body level).

In the fourth round, Ignis' Stamina check for his weeping wound comes up as a 2. He loses one Fatigue level. At this point, the demon that Ignis was tracking reveals itself and starts gloating. The demon has an Infernal Might of 20 and, among other powers, can cause fear (CrMe 15) in a target.

Dhuoda tries to heal herself by casting *The Chirurgeon's Healing Touch*. Not wanting to risk exposing herself, she keeps her Parma Magica in place. She does concentrate to suppress her Corpus Form bonus to improve her chances of affecting herself with the spell. Dhuoda rolls a 6, giving her a casting total of 24, including her penalty for being wounded. Her magic resistance

total is 34 (25 Parma + 2 Aura + 7 roll), which exceeds her Penetration total of 29, and she is thus unaffected by her own spell.

Ignis turns to face the true threat, and casts *Demon's Eternal Oblivion*. He rolls an 8, giving him a casting total of 22. He does not expend fatigue for casting the spell. His Penetration total is 25. The demon's magic resistance roll is 3, which gives him a resistance total of 21 (20 Might - 2 aura + 3 roll). Ignis rolls a 6 to wear down the demon's Might, giving him a 21 (20 - 5 + 6) versus the demon's 20 Might. The demon only loses 1 point of Might.

In round five, Ignis makes his Stamina check for his weeping wound, and ends up with a 1 for his total. Ignis loses a second Fatigue level, and now has a -1 penalty to all rolls.

The Demon attempts to cause fear in Dhuoda, just for good measure. His Penetration total is 32 (19 Might - 2 Aura + 15 for CrMe effect). Dhuoda rolls a zero, and so her magic resistance total is 22 (20 Parma + 1 Form + 2 aura - 1 wounds + 0 roll). Dhuoda flees the area in terror.

Ignis casts *Demon's Eternal Oblivion* again. His casting roll is a 6, leaving him with a casting total of 19 (this includes his penalty from being fatigued). Ignis loses another Fatigue level from casting the spell. However, his Penetration total is still 22. The demon rolls a 4, giving him a magic resistance total of 21 (19 Might - 2 Aura + 4 roll). Ignis' spell will affect the demon. To see how effective the spell is, Ignis rolls to wear down the demon's Might, and gets a 36 on the roll! Thus, he removes 15 + 36 = 41 points from the demon's Might, which reduces it to below zero.

The demon is banished, and the combat ends.



be resisted. One significant advantage of the Parma Magica is that its protection may be suppressed at will. If a Parma Magica is temporarily suppressed, it returns to full strength when the magus wills it. (See "Parma Magica" in ArM4, page 73, for further information.) The magic resistance from the Form bonus may also be suppressed with concentration. The Form bonus resistance returns when the magus stops trying to suppress it. If

a creature has magic resistance from a Might score, it may not suppress this resistance.

Magic resistance covers only the target and anything he wears or holds in his hands. Large items held in the hands may be incompletely covered by the magic resistance. Simply touching an item does not automatically confer magic resistance upon it.

To see if a spell is resisted by a target's magic resistance, compare the Penetration total of the caster to the magic resistance



total of the target. The Penetration total is determined by adding the caster's Penetration score to his casting total (see ArM4, page 68). The target's magic resistance total equals the target's magic resistance score plus a stress die. If the Penetration total exceeds the magic resistance total, the spell successfully affects the target. Otherwise, the target successfully resisted the spell's effect.

In general, magic resistance applies any time a spell tries to affect a target directly or by use of a magically created medium. A direct spell would be one where the magical effect goes from the caster (outside the protection) to the target (inside the protection). Many Intéllego spells that gain information about the target work in this way, for example. A magically created medium includes any object created using Creo spells with duration less than Instant or Permanent. Rocks, wolves, lightning bolts, and magical fires all count as magically created media. Magic resistance does not protect the target from spells that change the environment around the target. For example, magically starting normal fires around the magus, creating a pit underneath his feet, or dropping a heavy (mundane) object on his head would all count as changing the environment around the magus. The rule of thumb is that if magic of any sort would cross the magic resistance that surrounds the target, then that magic must be resisted. If no magical effect crosses that barrier, it may not be resisted. There are several corrolaries to this general rule of thumb.

First, if a magus casts a spell on himself with range Personal, this magic does not cross his magic resistance, and so it is not resisted. However, if a magus casts a spell on himself with a range greater than Personal, his magic leaves his protection, and then crosses back to affect the caster. In this case, the spell would be resisted.

Likewise, if a caster directs a spell at a target, the spell effect will cross the target's magic resistance, and so the spell will be resisted. For example, a caster tries to use a Rego Terram effect to club a target with a rock. Assuming it hits, the spell effect moving

the rock must cross the target's magic resistance, and so this spell would be resisted. A spell that targets the area in the vicinity of the target would not necessarily cross the magic resistance, and so would not be resisted. For example, if the same caster uses a Rego Terram effect to position the rock over the target's head, and then drops it on the target, the Rego effect does not cross the magic resistance, and so would not be resisted by the target if it hit. Of course, a magus might try to fling a rock through the air in many different ways — exactly when he ends his magical control of the rock (that is, when he "lets go") determines whether it is resisted. Magi trying fancy targeting manuevers should be required to make aiming and Finesse rolls appropriate to the situation.

If a spell is successfully resisted by the target's magic resistance, it will usually fizzle in some way. The spell can be stopped cold, or wash over the target, or do something else





that is dramatically appropriate. On the other hand, if the spell was cast at a group of people or a general area, those successfully resisting the spell are unaffected, but the spell is still effective apart from those people and outside the area covered by their magic resistances. For example, a target successfully resisting *Arcs of Fiery Ribbons* would be unscathed while the area around him would be scorched.

Arcane Connections

The concept of an arcane connection comes from the magical Law of Contagion (once a part, always a part). Thus, an arcane connection is some object that has a suitably strong connection to a greater part. While a large number of things can be considered arcane connections, only a few will retain a sufficiently strong link to be useful in Hermetic magic.

For example, if you wanted an arcane connection to a room, you might take some stone from the walls, dirt from the floor, wood from the furniture, or even bottle some air. In

general, though, air has a more tenuous connection to a room than does dirt or stone. Likewise, an arcane connection to the furniture is not quite the same as having a connection to the room itself. Thus, the best connection to a location is one that is durable and comes from an immobile part of the location.

Similarly, if you wanted an arcane connection to a person, you could use excrement, blood, hair, or some other former part of the person. In addition, you could use some object that is strongly associated with the person, such as a favorite tool or piece of clothing. Again, the stronger and longer the former association with the person, the stronger the arcane connection will be and the longer it will last. Former body parts, while difficult to come by, make the best connections. Shed skin or excrement tends to form a weak connection, although it can be suitable for a spell if still fresh.

Because of their special, magical natures, magi often create items that can be used as arcane connections to them, such as enchanted devices. Even certain spell effects or wizard's sigils may be strong and durable enough to form arcane connections to their casters. However, as with using a former part of a person, the connection to the magus fades with time. This is particularly true for enchanted devices that are regularly used by others.

The table at the left gives the approximate length of time a given item would make a useful arcane connection to a target for a Hermetic spell. Having more of a certain type of item generally makes the connection more durable or lasting. For example, a large braid of hair might be useful a decade later, whereas a few strands might only last a season. To retain the connection, the magus must be careful in storing the materials, lest the objects form new and unwanted connections to other people or places.

Arcane Connection Lifespan

Item for Arcane Connection	Useful Lifespan
Air (from a specific place)	hours
Shed skin	hours
Water (from a moving body of water)	hours
Excrement	days
Frequently used tool or clothing	days
Water (from a still body of water)	days
Blood	weeks
Lesser enchanted device	weeks
Favorite tool or item of clothing	months
Wood shard (from a specific place)	months
Invested device	months - years
Lock of hair	years
Rock or metal (from a specific place)	years
Body part	decades
Caul (placenta)	decades
Talisman	decades

Chapter 7

Laboratory Personalization

This chapter provides additional information on laboratories, an important but often neglected part of the covenant. It includes rules on improving labs and descriptions of typical (and atypical) laboratory equipment which will allow you to provide more detailed and colorful descriptions of the labs of magi.

Laboratory Improvement

The typical Hermetic magus spends almost all of his life in his laboratory. Player character magi tend to follow this trend. A magus's laboratory should reflect his personality. You should consider how this is so if only because thinking about it will give you insight into the magus's nature. The following sections provide rules for improving laboratories and tailoring them to the magus using them, as well as some suggestions as to what they might look like.

Basic Laboratory

The basic laboratory is a default +0 chamber, available when the covenant is created (see the Covenants chapter of ArM4).

Without a laboratory, a magus cannot perform even the simplest of laboratory activities (see the Laboratory chapter in ArM4, and the Discoveries chapter in this book). Reading texts is permitted without a laboratory, assuming the covenant has a reading room or library available; however, the magus will have no opportunity to try out what he is studying.

To set up a basic laboratory takes two seasons of work in a clear room and costs three pounds of silver. The work must be done by someone with Magic Theory 3 or better, and the room must have at least a ten foot ceiling, and 500 square feet of floor area. Walls and a flat floor are also necessary, to exclude the elements and provide a reasonable base for the lab.

After the first season of work, and spending one pound of silver, the laboratory is basic

THE LABORATORY is the most important part of a magus' life. In it you seek out new secrets of the magical art, and bend them to your will. In it you live for most of the year. In it you find power. Bearing all this in mind, it is remarkable how little attention many magi give their laboratories. They treat them as simple rooms in the covenant, rooms that happen to contain magical equipment. This point of view is very limiting.

— Menacra of House Bonisagus
Semita Errabunda, A.A. 1341





but usable. Any Lab Totals have a penalty of -3 . At this point, the laboratory contains tables, shelves, bowls and beakers, pots for heating and sealable pots for storage, but probably no glassware, and certainly nothing elaborate.

The second season of work costs two more pounds of silver, and brings the laboratory up to normal standards, with no bonus or penalty to Lab Totals. The laboratory now contains some glassware and elaborate brass instruments, almost certainly including an astrolabe, but no two magi have identical sets of equipment, even at this level. Everyone learns to use particular pieces of equipment, and to carry out certain sorts of experiments, so most magi have a couple of unusual items. The equipment will be modified over time to suit the magus's way of working, so an older magus, even if he hadn't improved his laboratory in any way, would have one or two unique items, probably elaborate constructions of brass and glass, most likely reflecting his magical specialty. Thus, an Auram magus might have a miniature windmill, while a Perdo maga might possess a particularly elaborate set of knives.

General Improvement

A magus may work to improve his laboratory, giving it a bonus which adds to the Lab Totals for most work carried out in the lab. This takes time and money, and maybe magic. And in any case, a given laboratory may only be improved to give a bonus equal to twice the higher of the covenant's Improvement or Stores scores.

To improve the laboratory, first determined the difficulty of the task. The difficulty is $3 + (3 \times \text{desired bonus})$. Thus, the difficulty for a $+3$ laboratory is 12, ($3 + [3 \times 3]$). A lab may only be improved one point at a time, so that a $+2$ lab must be improved to $+3$ before it can be improved to $+4$. Next, calculate the total of the magus's Intelligence and Magic Theory, including Knacks, specialties and Inventive Genius, but no other influ-

ences (remember that only the highest bonus from Knacks and such applies). Treat this total as a Lab Total for inventing a spell (see ArM4, pages 81-82), comparing it to the difficulty already determined.

The work takes at least one season, and the magus must spend one pound of silver per point of difficulty on materials. This work produces a lab text, which should be treated as having a level of ten times the difficulty for purposes of copying it. Anyone with access to an appropriate lab text may add the author's Magic Theory (at the time the text was written) to his Lab Total for improving his own lab to the level described in the text. That is, a text written when improving a lab from $+1$ to $+2$ can only be used by another magus improving his lab from $+1$ to $+2$. Following these guidelines, for example, it costs 12 pounds of silver to improve a lab from $+2$ to $+3$, and the lab text has a level of 120.

Exempli Gratia: Mediocrus of House Bonisagus wants to improve his lab, which is of $+0$ quality. He has an Intelligence of $+4$ and a Magic Theory of 8, so his Lab Total is 12. The difficulty for an improvement from $+0$ to $+1$ is 6, so he can do that in a season if he can obtain two pounds' worth of equipment (because his score is double the difficulty). To improve from $+1$ to $+2$, the difficulty is 9, so he would need 3 seasons and 2 pounds. He needs to raise his Magic Theory a bit before he can raise his laboratory's quality from $+2$ to $+3$. Mediocrus will also have written two lab texts at Magic Theory 8 which can be used by others to duplicate his improvements.

When a magus improves his laboratory, he incorporates equipment of his own design. As a result, his lab starts to look less like the standard Hermetic laboratory. A player should come up with one notable piece of equipment every time his magus improves his lab, which can be added to the description. Of course, there will be lots of minor changes as well. So, when Mediocrus improves his lab to $+1$, his player decides that it now contains a large silver mirror covered in a network of

glass tubes with brass connectors. When he improves it to +2, he adds a large collection of sealed jars, containing various materials, connected by wires draped over pulleys.

Unless your troupe really enjoys the minutiae of accounting, do not get hung up on the cost to improve laboratories. Use the numbers as rough guides to determine whether the covenant can afford it out of normal resources, or, if not, to decide roughly how much wealth the magi must acquire to complete the job. You can then create a story that provides the opportunity to get the money, knowing that the players will want to play it.

Magi may make, or have made for them, magic items to assist in the lab. These should be designed and made according to the normal rules for magic items, and their effects should then be approved by the troupe as being useful in a laboratory. If approved, the magus gets a bonus to his laboratory improvement Lab Total equal to the magnitude of all

the effects in the item (for this improvement only, of course). The magus may make several items and save up the bonus: it is most efficient to save up enough items to make your Lab Total double the difficulty, and then improve your lab in one season. No matter how many items are used, it still takes at least one season to improve the lab, because the item must be integrated into the procedures. If the bonus takes the Lab Total above twice the difficulty, the extra points may be saved, and added on the next time around.

Exempli Gratia: Mediocrus wants to improve his lab from +2 to +3. He makes an item which performs various Vim magics: a Rego Vim effect of level 22, an Intéllego Vim effect of level 30, and a further Intéllego Vim effect at level 5. In this case, Mediocrus's player describes the item as a system of lenses supported by gold wire, surrounding a small glass sphere which changes color constantly in the





magical environment of the laboratory. The first effect is fifth magnitude, the second sixth, and the third first, so that the item gives him a total bonus of +12 to his laboratory improvement Lab Total. Comparing his modified Lab Total of 24 (12 + 12) to the difficulty of 12, he has just enough to let him boost his lab in a single season.

The magic item will serve as the unique item for characterizing that level of laboratory improvement. An item created to improve a lab may be used for other purposes: it is an ordinary enchanted item, after all. However, if the item is lost or broken, the lab quality drops to the level below the level for which the item was used. All higher level improvements are also lost, as the item was incorporated into those procedures. If the item is recreated from the original lab texts, then the lab will immediately recover its full bonus. If the item is recreated without the texts, the

magus must spend a season integrating the slightly different device into the procedures, but the full bonus is then restored.

The troupe should be generous in deciding whether an item is relevant to lab work, but common sense must prevail. An item that ignites fires on command is certainly useful, as is one that extinguishes them, but a wand that shoots *Balls of Abysmal Flame* is probably not. In general, if the design of the item suggests that the player does not plan to use it outside the laboratory, you should allow it.

Variant Laboratories

There are three other ways in which a magus may improve his lab: he may make it quicker, specialize it, or make it more risky. Each follows all the rules given above, except the difficulty is calculated differently and the bonus has different effects.

Faster Laboratories

A magus may elect to improve his lab to help him work faster. In this case, the Lab Total bonus only works to increase the speed with which a project may be completed: his Lab Total must be high enough to complete the project eventually without the bonus. Improving a lab in such a way follows the same rules as general improvement, except that the difficulty is only $3 + (2 \times \text{bonus desired})$.

Exempli Gratia: Mediocrus has his +3 lab, and decides to improve the speed. His Lab Total of 12 allows him to improve it from +0 to +1 in one season (11 vs. 5), and from +1 to +2 in two seasons (12 vs. 7). He now tries to invent *The Chirurgeon's Healing Touch*. His *Creo* is 11 and his *Corpus* is 10, for a basic Lab Total of 33. His covenant has an aura of 3, and the general quality adds another 3 for a total of 39. The speed of his lab gives him another +2 for purposes of determining the length of time required, for a speed Lab



Total of 41, and research time of one season. He would not be able to research a level 40 spell, because his Lab Total without the speed bonus is not high enough.

If magic items are used to help customize a laboratory for speed, the personalizing items for speed improvements should be short-cut devices, for example, a special vessel which automatically draws off the top layer of its contents when they boil, thus making a single step of boiling and separating. Since the game does not describe magus lab techniques, you should feel free to make up devices that combine two weird processes.

Specialized Laboratories

A lab may be improved and specialized. This gives a general bonus for one type of activity, or magic of a certain sort, but a penalty for all other kinds. A lab may be specialized in any magical Art, any Affinity the specializer possesses, and in any type of activity. Types of activity include inventing spells, enchanting items, making potions, and extracting vis. Other than studying from vis, which is not allowed, other activities not mentioned may be proposed, subject to troupe approval.

Specializing a lab follows the same rules as general improvement, but the difficulty is $3 + (2 \times \text{desired bonus})$, and you may add your score in an Affinity, if you are specializing your laboratory in an Affinity. The specialization bonus must be subtracted from any lab scores that do not use the appropriate magic. A lab may be specialized without limit, but there is no point having a lab specialized in two Techniques, two Forms, or two activity types, as the bonuses will cancel each other out. (But yes, you can have a *Creo Vim vis* extraction lab.) Magi without an Affinity may use a lab specialized in an Affinity, and will gain a bonus for activities which would be covered by the Affinity, and a penalty for those which would not. The storyguide should not allow a laboratory to be specialized in an Art and in an Affinity with that Art.

The flavor items for specialized labs should be related to the specialization, as should any magical items used. For some specializations, this is relatively easy: Animal labs contain lots of animals and animal parts, and maybe images of animals. Others are harder: an Affinity with weather would suggest weather systems in the lab, but these will have to be miniaturized, while an Affinity with hatred does not suggest any obvious items. Think symbolically in these cases: a hatred lab could contain two distorting mirrors, clamped facing each other, or devices that force opposed elements, such as fire and water, to mix.

Risky Laboratories

Finally, a lab may be made risky. Doing this means that the magus decides to cut corners in working procedures. The bonus is





general, and the difficulty is 3 + desired bonus. The down side is that the lab is prone to blow up. Every season it is used, the magus must roll 2 dice, plus 1 for every point of risk bonus. If at least two of these dice come up 0, the lab explodes. The magus must roll for Twilight, adding one to the roll for every zero on the dice. He also takes damage equal to a quality die + (2 x the number of zeros). The magus may soak this damage with his Stamina plus the benefit of any armor worn on a daily basis in the lab. The lab will take one season to put straight for every full ten points on the damage roll. Finally, if the lab explodes, the season is (obviously) wasted.

Exempli Gratia: Insanus of Criamon has a lab with a risk bonus of +10. He gets ten points added to his Lab Total, but every season he must roll 12 dice to see if the lab blows up on him. One season, it does, with exactly two zeros coming up. Insanus must roll for Twilight with a bonus of +2 on the die. He also takes a quality die + 4 damage: this comes to 7. Fortunately for him, the lab isn't too badly disordered. In fact, he probably gets out of this with no greater loss than his eyebrows. Another season he rolls five zeros. The Twilight roll now has a bonus of +5, and he takes quality die + 10 damage, which comes to 19. It will take him a season to straighten out his lab, after he recovers from the injury.

The flavor items for a risky lab should look dangerous. They might include large, open baths of vitriol, or small catapults that throw burning compounds across the laboratory to other processes. Describe the laboratory as if it was constantly on the verge of exploding — after all, it is.

Taking Over Laboratories

It is possible that a magus may take over a laboratory that has been used previously by another magus. In this case, the new magus must learn his way about the laboratory before he can start using it properly.

A standard laboratory that has not been personalized takes little time (for practical purposes, no time at all) to acclimate to. However, learning your way around a unique laboratory requires time and study. You can assess the nature of the bonuses and penalties for a laboratory given a few days' work. Penalties and uncontrollable factors, such as the explosion hazard of risky labs, apply regardless of your understanding of the lab. Actual bonuses, such as specializations, can only be used once you fully learn what you have available.

In a single season you can study one bonus type, such as specialization or riskiness, and learn how to use bonus points equal to your Intelligence + Magic Theory total. Remaining bonus points in excess of this total must be learned in subsequent seasons. If your Intelligence + Magic Theory total is higher than the bonus you are studying, the excess may not be applied to other types of bonuses.

Exempli Gratia: Mediocrus finds himself needing to use Insanus' laboratory. After a brief observation, Mediocrus can determine that Insanus had built a very risky lab (+10 bonus), but does not know exactly what benefits accrue from using it. If he spends a season studying the laboratory, Mediocrus will be able to use all of the bonus since his Int + Magic Theory Lab Total of 12 is higher than the bonus (10), but would not be able to benefit from any other applicable bonuses from the lab. Mediocrus hopes he can finish his work before the lab finishes him.

Laboratory Equipment

While the equipment found in a typical Hermetic laboratory is fairly standardized, there is room for some variation. This variation between labs increases as magi pursue

very different lines of magical study. One magus might prefer large, sprawling equipment, while another only needs a few basic items to get at what he needs. As the laboratory improvement rules suggest, you are encouraged to come up with one or two specific items that result from each round of improvement.

Mundane Equipment

There are several types of mundane equipment that the typical magus will find handy around the lab. Heating sources, including candles, lamps, and braziers, are used when you need to distill or calcine a compound. Containers such as pots, bowls, and crucibles may be made from pottery, stone, or metal. Storage containers are also a must, and include bags, baskets, boxes, and sealed pots. Other basic equipment includes spatulas or spoons to measure out and stir compounds, tongs to move heated containers, and tables and a writing desk.

Books are very important in the lab, and a magus should be careful to take notes about everything that happens while working. These lab texts can be invaluable when trying to reproduce work later, or when trying to improve upon previous successes.

Rare equipment is often fashioned of brass, glass, or other unusual materials. Lucky is the covenant that can afford to maintain a glassblower, and happy are its magi. A retort is a vessel that looks like a sphere with a long, thin nose. Retorts are used to distill liquids: the sphere is heated, and some of the liquid boils off. Some of the vapor condenses in the tube (the "nose"). Glass containers, like modern beakers, might also be available in well-appointed labs, although they are prone to shatter when heated. Full-fledged stills are a recent invention in 1220, but one can assume that magi would quickly use such a technology to help them purify liquid mixtures. Here, a large network of glass or metal tubing is used to cool the vapor so that it condenses again.

Note that most of these unusual pieces serve functions that can easily be duplicated, if not improved upon, with magic. Only magi such as purist Jerbiton or eccentric Bonisagi will go out of their way to only use mundane laboratory equipment. However, in vis-poor sagas, this may be the only way to really improve a lab.

Magical Equipment

You are encouraged to develop magic items that will help your magus improve his lab. Even if the item is not specifically applied to an improvement, the presence of an artifact or two can really enhance the description of your lab. These items should be made following the normal rules for magic items, and should be designed for use in the laboratory.

The Bookstand of Hespera

The bookstand, modeled after one constructed by the Maga Hespera, is a wooden lectern that has space enough on its top for a lab text, as well as an inkhorn, small knife, and several quills. The stand moves to follow the magus so he is never far from his lab text. He only need turn to consult his text or make further notes. This stand has a ReHe 30 effect (R: Per, D: Sun, T: Ind).

Clerks's Separator

This device is a box, holding about a quart, that is partitioned into two chambers. A liquid mixture is poured into the box to fill it, and is then closed. The box is commanded to draw out one component of the mixture. The device requires some time to work, but eventually separates the original mixture into two parts: the desired component and the remainder. The partition moves to adjust for the relative volumes of the two parts. The box is made of oak lined with tin; the partition is made of jade. Clerks's wizard's sigil, a





small cloud of steam, manifests while the box is working. This is a lesser enchanted device, with a MuAq(In) 10 effect (R: Touch, D: Dia, T: Small).

Peirsu's Balance

This is a four-foot long bronze weighing arm with a heavy chain by which it can be hung from the ceiling. Hanging from the arm are moveable hooks on which scale pans or weights can be hung. A stylized face is sculpted in bas relief on both sides of the beam below the chain. On one end of the beam a standard is hung. This can be a lump of steel or wood, or a pawn of raw vis. The item to be weighed is hung from the other end. The scale balances the amount of the standard against the unknown. If a crown made of a gold-silver alloy was weighed against an equally heavy ingot of pure gold, the balance would indicate that the crown was about half as heavy as the standard. If the item hung on the standard end is not pure, the scale functions as a mundane balance. The balance contains an InTe 20 effect (R: Touch, D: Conc, T: Small), and an InVi 10 effect (R: Touch, D: Conc, T: Small).

The Gremlin

The gremlin comes from a laboratory with a risk bonus of +5. It appears as a foot-tall winged humanoid carved from black stone. To avoid charges of diabolism, the creator carved a crucifix on the chest and gave it a lamb's head. The gremlin normally perches near a magus's experiments and occasionally reaches out to pinch the magus, steal some component, or otherwise try to spoil the magus's careful work. These acts of sabotage tend to bring about unexpected results which are usually interesting rather than dangerous. The gremlin has a ReVi 20 effect (R: Reach, D: Mom, T: Ind) and an InVi 30 effect (R: Near, D: Conc, T: Ind; maintains concentration).

The Rainbow Fountain

This artifact, two statues of nymphs holding water jars, is part of a laboratory with a +2 bonus for Aquam. Water constantly arcs from one jar into the other. Any liquid poured into the fountain's jet disappears into the receiving jar and cannot be recovered. This allows a magus to experiment with Aquam effects without the results cluttering the laboratory. When the fountain is not being used, the color of the water changes constantly. The fountain has the following effects: CrAq 20 (R: Touch, D: Dia, T: Small; constant use); MuAq 25 (R: Touch, D: Dia, T: Small); and PeAq 10 (R: Touch, D: Perm, T: Small).

The Mirror of Dreams

The mirror is part of a laboratory with a +6 specialization in Mentem. When a willing subject stands in front of it, his thoughts become visible as images surrounding his head. This allows a magus to see what a given Mentem effect does in excellent detail. The mirror has a gold frame covered with faces of all sizes and expressions, and is made of silvered glass. The mirror only reveals the effects of spells that were intended to be examined in the mirror. The mirror's effect is InMe(Im) 25 (R: Reach, D: Sun, T: Ind).

Loermar's Spell Orb

Loermar of Bjornaer invented many spells and created the spell orb after a poorly researched spell turned him into an earwig for several days. The device is a hemisphere of colorless crystal. When placed over a spell text the orb shows an image that suggests the effect of the spell. The magus must know the spell being examined, but need not have ever cast it. The orb comes from a laboratory with a +3 specialization bonus in spell learning and creation. The orb has an InVi(Im) 35 effect (R: Touch, D: Conc, T: Small).

Chapter 8

Discoveries



Arcane Experimentation

The fourth edition rulebook gives rules for experimenting when creating spells or items. The purpose of that experimentation is to allow the magus to perform tasks which would normally be beyond his powers. This section describes two further sorts of experimentation. Spell optimization is concerned with creating spells that do more at a lower level, while original research tries to bend or break the limits of Hermetic magic. Both sorts of experimentation are difficult, and it is likely that neither gives the experimenter a worthwhile return on the time invested. However, certain sorts of magi will naturally be drawn to this kind of work.

Optimization

Optimization can be applied to spells or to powers intended for investment into items. It reduces the level of the spell or effect without reducing the power. This makes it easier to learn and cast, in the case of a spell, or means that it takes up less room in an item, in the case of an effect.

In order to optimize a spell, the magus must have mastered it and be capable of

inventing it in one season (that is, his Lab Total must be at least twice the level of the spell). He must then spend a season working on optimization. For every point by which his Intelligence + Magic Theory total (including bonuses from Inventive Genius, an Affinity, or a Knack, if applicable) exceeds 9 + the magnitude of the spell, the level of the optimized spell is reduced by one.

In order to optimize a power, the magus must be capable of investing it in a single season and must spend an additional season, as above, optimizing the effect. The basic level of the effect should include modifications for frequency of use and the like. Once the optimized power is designed, it can be invested as often as desired, into similar material forms, as long as the number of uses and other modifications don't change.

The spell level is the optimized level, for all purposes. It is simply a low level spell with an unusually powerful effect. Optimization

I have painstakingly collected and set forth several discoveries made by our fellows in the Order. Having learned of these methods, I am bound to share them with my comrades, and I do so here so that the Order might benefit. While some of the discoveries described below may not suit you in particular, dear reader, my hope is that they may provide an inspiration for research of your own.

– Occultes of House Bonisagus
Durenmar Covenant, A.A. 1358



can reduce a spell's level by a maximum of one third the "proper" level (for example, a level 30 spell cannot be reduced to below level 20). Optimization is always based on the basic level of the spell, as calculated from the guidelines, even if the optimizer only knows a version that has already been optimized.

Exempli Gratia: Ignis the Flambeau wants to optimize *Ball of Abysmal Flame*, because he feels that it ought to be 6th magnitude. He has an Intelligence of +3 and a Magic Theory of 15 (he's a bit of a theorist), and Inventive Genius. His *Creo* and *Ignem* are huge, so he has no problem with the conditions, and spends a season optimizing the spell. His total is 21, which is five greater than 16 (9 + the magnitude of the spell). Thus, the optimized spell is level 30, just sixth magnitude.

The guidelines in the fourth edition rule-book apply to unoptimized spells, and most of

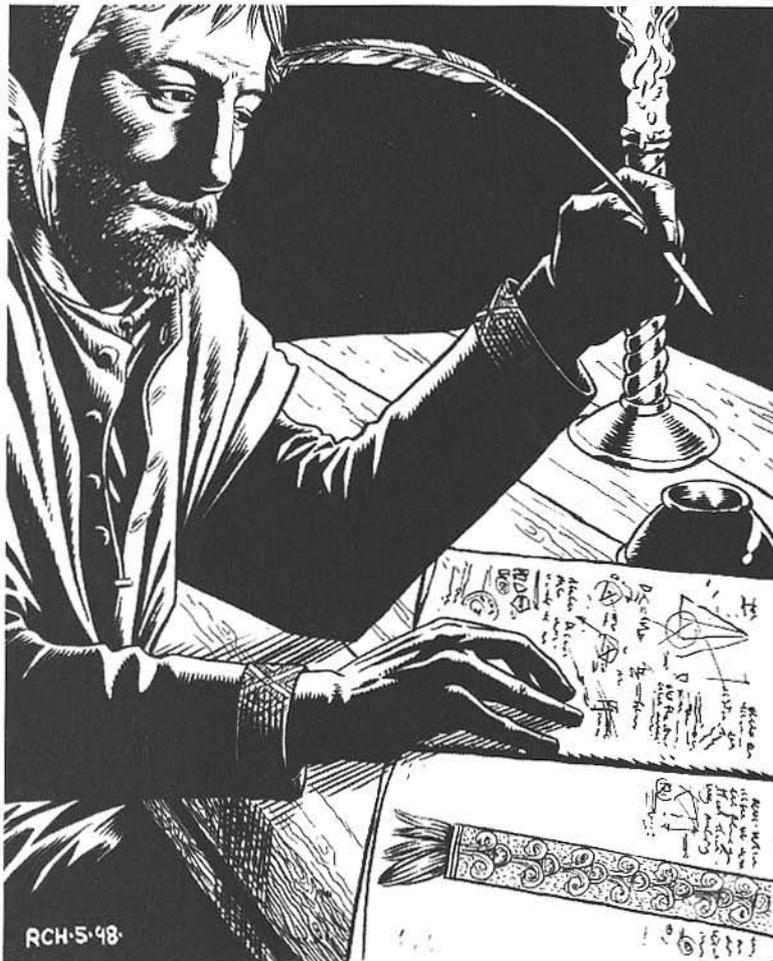
the spells given are also unoptimized (*Pilum of Fire* being a notable exception). Optimized spells are rare in the Order, as there is very little personal benefit for the magus doing the optimization. Accordingly, player characters should not be allowed to take optimized spells at character creation. Optimized powers for items are more common, as they require less vis and space.

Optimized spells are very useful when trading with other covenants, as the work involved in the optimization increases their value. Optimized ritual spells are particularly sought after, as they have a reduced vis cost. The various forms of *Aegis of the Hearth* are the most commonly optimized spells, but even they are rare, since it is hard to optimize an *Aegis* that has a sufficiently high level to be really useful.

Original Research

This is it: proper experimentation. These are the guidelines for magi who want to make major magical discoveries or break the limits of Hermetic magic. These rules provide a mechanistic base, but such discoveries should not be reduced to mere mechanics. They should certainly be a major feature of the saga, and will tend to dominate a character's conception. Because of the speculative nature of this research, there is no guarantee that a discovery will ever be made.

It is impossible to create a breakthrough in Hermetic theory without a thorough knowledge of relevant theory and practice. The knowledge of theory is represented by a character's Intelligence + Magic Theory total, while knowledge of practice comes from the appropriate Arts. However, a really good knowledge of theory is no use unless you have the practice: you are trying to change the theory, so you must rely on what you know about the cases in which it doesn't work perfectly. On the other hand, a really thorough practical knowledge will not lead to great theoretical discoveries unless you also have the theoretical background necessary to



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formalize it. Finally, if several areas of knowledge are relevant, you will be limited by the one in which you know least.

Use the following procedure to calculate your Research Lab Total. Use the lowest value of any of the magical Arts appropriate to the research. For example, a project to raise the dead would require *Creo* and *Corpus*, while breaking the Lunar Sphere would need all Arts. This value is the lowest-Art score. Now, calculate a modified Magic Theory lab score. Add your Intelligence to your Magic Theory. If you have Inventive Genius, you get a +5 bonus. If you have a Knack with Magic Theory, add that bonus, but only if you do not also have Inventive Genius. There is no bonus from aura. Your Research Lab Total is the lesser of the lowest-Art score and the modified Magic Theory lab score. If you have Mythic Intelligence, you may add an additional +5 to the Research Lab Total.

The first stage is to develop the theory. The difficulty of this depends on how radical the magus is trying to be; there are three categories: Major, Extraordinary, and Breakthrough. The easiest is a new discovery within the bounds of Hermetic magic. Examples would be a new Range category such as Journey (the distance a magus can travel in a day), or an improved version of the *Aegis of the Hearth* (Notatus' original work was a Major discovery). Next come discoveries that push the limits but do not actually break them. Examples of such targets would be an Aura duration (Instant as long as it remains in a magic aura, otherwise Sun), or a spell that binds a ghost back into its body while giving it control thereof (not quite raising the dead). Finally, there are attempts to actually break the limits, such as discovering the secret of raising the dead, or restoring fatigue by magic. Targets within the bounds are Major, those pushing the bounds are Extraordinary, and breaking the limits are Breakthrough discoveries.

When assigning projects to a type, the storyguide should err on the high side. If you think something may break the limits of Hermetic magic, make it a Breakthrough dis-

covery. This also applies to any discoveries that you do not want to handle in your saga: by the time a magus could complete a Breakthrough project, the saga would most likely be coming to an end anyway. You may also decide that something is simply impossible, although if you do you should tell the player in advance, as it would be extremely frustrating to spend years working on something only to discover it was bound to be fruitless. If you decide something is impossible, make sure that no human NPCs have that ability: if any do, it cannot be harder than a Breakthrough discovery. You should not worry about the increase in power that a certain discovery would give: the researcher will sacrifice a lot of study time to perform the research, and thus a lot of personal power. These discoveries should be significant. On the other hand, do not allow dull projects that consist of nothing but an increase in power. A new understanding of *Ignem* that halves all spell levels is simply boring. Instead, allow the character to research a way of purifying and handling pure elemental fire, which does much more damage than the impure version normally found, but which has other interesting properties as well. Also, you should remember that you get to determine the levels of spells using the discovery: even if the character figures out how to raise the dead, the spell involved should be at least fifteenth magnitude, and a ritual.

Developing the initial theory requires matching the Research Lab Total against a difficulty of 18 for a Major project, 24 for an Extraordinary one, and 30 for a Breakthrough. This proceeds in the same way as inventing a spell, so that a magus with a Research Lab Total of 27 would need two seasons to develop a Major theory.

Once the theory is developed, it must be tested. Each test takes a season and requires *vis*, which may be of any type. Four pawns are required for Major project, five for an Extraordinary project, and six for a Breakthrough project. At the end of the season, the magus must roll a quality die for the result roll. On a roll of 10 (either by rolling a 10 to start with, or a 1 followed by a 5), he has





gained some insight into the subject: this will be dealt with below. Note that insight is only gained on a roll of exactly 10; a roll of 12 or above gives no insight. Any other result means that he has to roll to control the magic and avoid a disaster. This control roll is made on a quality die, and the magus adds Intelligence + Magic Theory, divided by five, rounded down. Thus, an Intelligence + Magic Theory total of 18 gives a bonus of +3 to the roll. The target number is the season's result roll, +2 for Extraordinary research, +5 for a Breakthrough. If this control roll succeeds, nothing happens, and the season has simply been unproductive.

If the control roll fails, the magus is overwhelmed by the magic. He must roll for Twilight, with a bonus of +1 for every point by which he failed the control roll. Further, he takes damage equal to a quality die +2 for every point by which the control roll was failed. He may soak this damage using his Stamina and any armor worn during lab work. His lab is also damaged: it will take one season to repair for every full ten points of the damage roll.

If the magus gains insight into the subject, he must redesign his theory to take account of that. This redesign takes as long as the initial design. At the end of the redesign, he must roll a simple die against difficulty 12. He gets a +1 bonus to the roll for every redesign that has been undertaken. If the roll succeeds, he has cracked it, and can use the new discovery. If it fails, then the new theory must be tested as well.

Other people can only use the new discovery if the discoverer explains it to them. This requires him to write up a text. This takes three volumes (and thus seasons) for a Major discovery, six volumes for an Extraordinary discovery, and nine for a Breakthrough discovery. It takes one season to study each volume, and the reader gains no real benefit until all have been studied, at which point the student may use the result as freely as the discoverer. If anyone who knows the result trains an apprentice, the apprentice picks it up as part of the training. Spells making use of the discovery are useless to anyone

who doesn't understand it: magical items, however, may be used by anyone. If some volumes are missing, or the original researcher never finished the project but left his notes, the storyguide should allow them to provide guaranteed insight. Thus, the character using the notes must design his own theory, then spend a season studying the texts. At the end, he can redesign the theory. Incomplete texts should probably not give more than two seasons' worth of guaranteed insight.

These discoveries are the sort of thing that make a magus a candidate for archmage status, especially in House Bonisagus. There have been no Breakthrough discoveries since Bonisagus, and anyone doing the math will probably see why: if you have all the beneficial Virtues, it will take about a hundred years of solid study to do it. Quite simply, no one has done it. Any magus successfully completing such a project will, if he publicizes the result, get a reputation in the Order as a great theorist. As a rule of thumb, this results in a level 2 reputation for a Major discovery, level 3 for an Extraordinary discovery, and level 5 for a Breakthrough discovery.

Anything that has such an impact on the character's standing within the Order should involve lots of roleplaying. As the rules stand, it is entirely possible for a character to work on a project forever without succeeding, and so a good way to introduce stories is to provide sources of guaranteed insight. This could be a partial text from another magus who worked on the same project, a feature of a non-Hermetic school of magic, or the result of independent study of a strange magical aura. There are also likely to be magi who are interested in the character's research, and who might try to steal it. Conversely, there may be other magi working on the same project, and the player character wants to steal their research. Finally, if the character eventually succeeds, there will doubtless be political repercussions. Those who know about the new discovery have a definite advantage over those who do not, and there will be those who would prefer to maintain the status quo by burying the research and, if necessary, the researcher. There will be others who will

Exempli Gratia: Original Research

Symmachus of Bonisagus wants to make a big discovery to make his name in the Order. He decides to find a more effective way of studying magic from raw vis. His player, Rie, discusses this with her storyguide. He decides that he doesn't want to allow characters to learn any faster, but he will allow Symmachus to discover a way of studying for two seasons from one lot of vis. Rie agrees that this sounds useful enough, so the storyguide sets the level. This is clearly within the limits of Hermetic magic, so it is only a Major discovery. The storyguide rules that the relevant Arts are Intéllego and Vim, and Rie begins calculating the totals.

Symmachus has Inventive Genius, and Intelligence +5. His Magic Theory score is 15, while he has a score of 30 in Vim and 29 in Intéllego. Thus, his Intelligence + Magic Theory total is 25, and the lowest of the relevant scores, so his Research Lab Total is 25. Since a theory for a Major discovery has a difficulty of 18, Symmachus would gain 7 points per season, and would need three seasons to develop the theory. Rie decides that it isn't worth raising Symmachus' Magic Theory another two points, so he starts research right away.

The first three seasons are spent developing the new theory. Symmachus now has to test it. If he gains no insight in a season, he gets to add 5 to his control roll, because his Intelligence + Magic Theory total is 25. In the first season of testing, Rie rolls a ten. She can hardly believe her luck, and Symmachus goes straight back to redesign. After another three seasons, he has a modified theory. There is no way to roll 12 or higher on a simple die + 1, so he must test again.

In the next season of testing, Rie rolls a three. Symmachus has a bonus of +5, and thus cannot fail to control the magic. On the fourth season of testing, she rolls a nine, and Symmachus actually has to try to control the magic. She rolls a four on the control roll, and he just manages it. The next season, she rolls a 20. Somewhat worried, she rolls for control, and gets an 8. The total of 13 is not enough, and Symmachus has to fight Twilight. He doesn't have many Twilight Points, and so even with the +7 bonus (for failing the control roll by seven points) Rie rolls under 24. He does, however, suffer a damage roll of 21, from a roll of seven plus fourteen from the control roll failure. He has no Soak score to speak of, so he loses four Body Levels, and it will take two seasons to repair his laboratory.

Three seasons later, Symmachus can start research again. After another two seasons, Rie rolls a ten, and Symmachus can do another redesign. Three seasons later, he has a new theory. Symmachus has now spent a total of 17 seasons on the research, and has a theory that gives a +2 bonus to the simple die roll. On a roll of 10, he would make the breakthrough. Rie rolls a six. Back to the lab.

Two seasons of testing suffice for another insight, and Rie feels even luckier than before. Another three seasons of redevelopment give a theory with a +3 bonus, but he rolls a 1, so Symmachus needs to do more research.

At this point, the storyguide decides to make Symmachus's research part of the foreground of the saga, and the magus discovers references to certain non-Hermetic magi studying the same vis for years on end. He gathers the grogs, and sets off to investigate them. After two seasons investigation and adventure, Symmachus has an additional insight into the problem, and returns to his laboratory to redesign the theory. Another three seasons give him a theory with a +4 bonus, but Rie rolls a seven. No breakthrough.

On the fifth season in the lab, he gets some insight, and redesigns the theory to take account of it. He now has a +5 bonus to his roll, and Rie rolls a ten. Everything falls into place, and Symmachus spends the next two seasons studying from three pawns of vis, just to make sure. Then, to ensure his place in the history of the Order, he spends three seasons writing his discovery up.

In total, Symmachus has spent 38 seasons, or nine and a half years, on the research, including writing it up, and Rie looks back on the lucky die rolls with considerable relief. In this time, he has gained 18 experience points in Magic Theory, from the seasons spent designing theories, but has not improved in any other way. Other magi his age have considerably more personal power, but they all want to read his texts.



want the knowledge at any cost. Since this would throw a lab rat magus straight into the maelstrom of Hermetic politics, the potential should not be overlooked.

Even if the storyguide decides not to run stories centered on the research, it will be the defining feature of the character. A character undertaking original research could spend fifty years with no increase in personal power, and even after the discovery is made, the character will still need to invent spells to make use of it. This should influence your roleplaying: the character has to be something of an obsessive to have undertaken such a project.

Faerie Familiars

Many of the Order of Hermes bind themselves to mundane and sometimes magical animals, to be companions and allies. Indeed, some even bond to these creatures to manipulate them, using the creature's powers. We followers of Merinita feel it would be a betrayal of all we hold dear to bind ourselves to creatures that are not Fay. We joyfully accept the trials that bonding with the Fay brings. We realize that such a bond makes us one with Faerie and would never dare abuse the bond, not just out of respect and trust, but out of love.

— Istineria of House Merinita
Semita Errabunda, A.A. 1337

The Faerie Cords

It is said in House Merinita that there are as many faerie cords as there are moons. While there is but one moon, are the new and full not different? Like the myriad moons, the faerie cords can be classified in broad outline. For example, there are different cords associated with wild faerie animals and domestic faerie animals.

A faerie cord can only be forged to a

faerie, and then usually only to those that appear as animals. However, some of the weaker humanoid faeries can be bound. As a rule of thumb, if the binding ritual would increase the faerie's Intelligence, then a humanoid faerie can be bound. Storyguides may disallow humanoid familiars if they do not fit the troupe's concept of a familiar. Use common sense as a guide.

In general, the same rules for binding normal familiars are used for binding faerie familiars. Unless a difference is noted below, assume that the normal rules from ArM4 are used.

To bind a familiar, you must forge three cords to the creature: one to link to its magical nature, one to link to its mind, and one to link to its body. The cords which establish these links have effects similar to the gold, silver, and bronze cords of Hermetic magic, but are overlaid with the influence of faerie magic. While Hermetic cords serve to bind any creature to any magus, faerie creatures are more temperamental. What could be more distasteful to a faerie of Light Summer than being bound with cords attuned to Dark Summer? The type of cord used to bind a faerie must be chosen with the natures of both magus and faerie in mind.

A faerie cord can only be forged from a faerie to a magus who is expert in faerie ways, so a Faerie Magic score of 5 or better is required (see the Faerie Magic chapter for an expanded description of this ability). Furthermore, because the subtlety of relationships with faeries and their wild nature strains the comprehension of standard Hermetic magic, an Animal score of 15 or better is required. Further requisites may also apply, depending on the type of faerie you seek to bind as a familiar, and are described below.

Finally, your Faerie Magic score should be added to the Lab Total used to determine bond strength (see page 96 of ArM4).

The Gold Cord

Of all the cords, the faerie gold cord deviates most from Hermetic tradition. When casting standard Hermetic spells, you must

add your cord score to the number of botch dice you roll for magical botches, as the influence of faerie makes your magic less controllable and predictable. However, if a botch rolled involves a number of zeros up to the score of the cord, the botch is not harmful. While the magic should be completely out of control, the results tend to be strange rather than disastrous. In addition, the gold cord score acts as a bonus when entering and leaving faerie regions (see "Entering and Leaving Regions" in ArM4 on page 245).

The Silver Cord

The faerie silver cord behaves much like the Hermetic one. Your cord score gives a bonus to all rolls involving Personality Traits, to natural resistance rolls against mental magic, and to rolls that protect you from natural mental influence, such as intimidation or

verbal trickery. In addition, if your mind is taken over by an outside force, your familiar may be able to free you. It must roll 9+ on a stress die, modified by the silver cord score (one attempt per day). If the roll botches, the faerie's mind is overcome as well.

The faerie silver cord differs from the Hermetic in that its score modifies rolls to make the magus more emotional, rather than less emotional. For example, if you have a Violent Trait of +2, add your silver cord score to your roll when determining if you react with hostility. If two Personality Traits are rolled against each other, the silver cord score should favor the stronger trait.

In cases where the magus is being manipulated by faerie magic, the silver cord's defensive bonus is doubled. However, if faerie magic is being used to elicit an emotional response, double the cord score when rolling for the Personality Trait.





The Bronze Cord

The faerie bronze cord behaves like the Hermetic one. The bronze cord score applies as a bonus to Soak, healing rolls, and rolls to withstand deprivation, such as holding your breath or resisting sleepiness. It does not help you withstand fatigue, but your bronze cord score is subtracted from any aging rolls you make (see ArM4, page 180) — your bond to Faerie gives you a touch of faerie immortality.

The Cord Types

The above cord types are typical for bonding faerie familiars. Nevertheless, there are variations on them that apply to different types of faeries. For example, cords designed to bind wilderness faeries will not work on worldly faeries. The effect of faerie type on the three cords is described below.

Natural Cords

These cords are the basic faerie cords. These cords are used to bind faeries that are strongly associated with some aspect of nature, but that are not particularly tied to the wilderness, such as animals that live at a faerie court. The emotions associated with these cords depend on the type of faerie being bound, and what its characteristics are like. For example, the fae of Light Summer are generally associated with warmth and mirth; whereas those of Light Winter, brightness and cold. The magus should gain an appropriate Personality Trait at +1 based on the nature of the faerie's realm. Note that while these faeries are natural, they are not necessarily disposed toward humanity. This means that the magus will tend to develop some eerie, fay qualities as part of the binding process.



Wilderness Cords

To forge wilderness cords, the faerie must be associated with the wilds. In addition, the sum of your Animál, Aquam, and Herbam scores should exceed the total of your Mentem, Corpus, and Vim scores. This comparison ensures that you are more attuned to nature than reason and purely magical forces. The emotions associated with wilderness cords are wild and bestial, such as anger, lust, and terror. These tend to be emphasized more than other Personality Traits.

Wilderness cords give the magus a Personality Trait of "Appreciates Wilderness +1." They also offer a +1 bonus to all rolls, not just magical ones, that involve the wilderness, including combat rolls. Wilderness cords can only bind wild faerie animals, never domestic faerie animals.

Worldly Cords

The worldly cords do not have additional requirements to use. The familiar must be associated with human activity, rural or urban. The emotions appropriate to these cords are those associated with people, such as devotion, love, kindness, hatred, and dislike. Worldly cords give a Personality Trait of "Sociable +1," since these faeries are strongly aligned with people. Worldly cords will not work to bind wild faerie animals.

Unusual Faerie Cords

Some faeries are strongly associated with an Art other than Animál, for example, gnomes with Terram and hamadryads with Herbam. At the troupe's discretion, you may attempt to bind one of these sorts of faeries as your familiar. In this case, substitute the appropriate Art for your Animál score when using the rules for faerie familiars. This means that you need a minimum score of 15 in the substituting art in order to bind the familiar.

Faerie Bond Qualities

The following faerie bond qualities may be added to the list of bond qualities provided in the *Ars Magica* rules on pages 97-99. The same rules that apply to those bond qualities apply here. Most of the normal Hermetic bond qualities are still available to those binding faerie familiars, since the bond is fundamentally Hermetic. However, the bond qualities of Transfer Fatigue and Sympathetic Fatigue are not available when the faerie familiar does not normally sustain fatigue.

Those qualities marked with an asterisk form clear progressions of power, and may be upgraded when re-tempering the bonds. It is not possible to remove or diminish negative qualities, though. Some of the qualities listed below are incompatible, and you may not take two incompatible bond qualities.

+5 Bond Qualities

***Link of Magic:** You cast Hermetic spells in a faerie aura as if they were faerie spells, and your familiar can use its faerie powers in a magic aura as if they were Hermetic. (That is, you each get the full bonus of the aura on your casting and penetration rolls.) You still suffer additional botch dice based on the aura you are in.

***Link of Nature:** The human and faerie natures of magus and familiar are linked. The faerie may become less sensitive to iron, reducing all penalties suffered from dealing with iron by one point. If the faerie is not naturally offended by iron, some other aspect of its nature becomes more human. The magus receives an additional -1 modifier to all aging rolls. Each also gains a minor physical trait of the other, which should related specifically to faerie or mortal nature, as appropriate.



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***Link of Reality:** Through this bond, you become sensitive to faerie illusions and trickery. You are able to recognize faerie illusions on a Perception roll of 12+. You are also more adept at creating illusions, and your Imáginem score receives a bonus equal to the familiar's Faerie Might \div 5, rounded down. (This bonus works like a Knack or an Affinity.) In return, your familiar is granted some small measure of creativity. Your familiar may take the ability Craft (Type) 2.

+10 Bond Qualities

Alteration: You or your familiar alter a body part to match the other's equivalent part. For example, a magus with an eagle familiar may gain an eagle's head, or the eagle, a human head. This bond only allows for the alteration of a small part of the body, but the precise part changed is at the storyguide's discretion. This change is permanent and the storyguide should determine the results of the change, such as penalties on casting rolls or social interaction rolls.

***Link of Magic:** You only roll an additional number of botch dice equal to half the rating, rounded down, of a faerie aura in which you are casting spells. Thus, in a faerie aura of five, you would only roll two extra botch dice, not five. (This is in addition to other extra botch dice called for by your gold cord score and other factors.) Your faerie familiar is correspondingly less vulnerable to magic auras and also rolls half the additional botch dice required by the aura. This is in addition to the casting bonuses provided by

the +5 quality. Each of you gains some magical habit of the other.

***Link of Nature:** As for the +5 quality, but penalties are reduced by two, and you receive a -2 modifier to all aging rolls. The physical trait shared between you is also more significant.

***Link of Reality:** As for the +5 quality, but intensified. Your Perception rolls to see through faerie illusions receive a bonus equal to the familiar's Faerie Might \div 5, rounded down. Your Imáginem score receives a bonus equal to $2 \times$ (Faerie Might \div 5). The faerie may apply 12 experience points to up to three Craft (Type) abilities.

Shapechange: As for the +15 Hermetic Bond Quality on page 98 of ArM4.

+15 Bond Qualities

Link of Magic: You suffer no additional botch dice for being in a faerie aura, and your familiar, no additional botch dice for being in a magic aura. This is in addition to the casting bonuses provided by the +5 quality. Each of you also gains a noticeable magical habit of the other.

Link of Nature: As for the +5 quality, but penalties are reduced by three and you receive a -3 modifier to all aging rolls. The physical trait shared is major, for example, you develop non-human blood.

Link of Reality: Treat this quality as the +10 version above, but you also acquire the +1 Virtue Faerie Sight (see page 64). Your faerie familiar acquires the +1 Virtue Free Expression (see ArM4, page 41).



-5 Bond Qualities

Link of Magic: The faerie's difficulty in magic auras affects the magus, and the magus' difficulty in faerie auras affects the faerie; however, the effects are relatively minor. When in their native auras, magus and faerie must roll additional botch dice equal to half the rating of the aura, rounded down. Other bonuses and penalties for being in magic or

faerie auras still apply as before. Under this bond, magus and faerie still suffer normal additional botch dice in the other's aura.

Link of Nature: This quality causes the negative aspects of the magus's and familiar's natures to leak across the bond and affect the other. The magus develops problems with iron (or another appropriate substance, if the familiar is unaffected by iron), and acquires a -1 penalty to Soak iron weapons. The familiar becomes subject to aging, and will age along with the magus.

Link of Reality: You are susceptible to faerie illusions and are less capable of projecting illusions of your own, as your familiar leeches some of your power of imagination. When you are able to make Perception rolls to see through faerie illusions, you are penalized by your familiar's Faerie Might $\div 5$,

rounded down. Your Imáginem score also suffers this penalty. (This penalty works like a Knack, only to decrease your totals.)

-10 Bond Qualities

Link of Magic: This bond intensifies the -5 version. Both the faerie and the magus must roll additional botch dice equal to the full rating of their native aura when in that aura. Thus, a magus in a magic aura of 4 must roll an extra four botch dice when botch checks are made. Bonuses received for being in the native aura are not changed, though.

Link of Nature: As for the -5 quality, but the magus takes a -2 penalty to Soak iron weapons. The familiar must make aging rolls, but with takes a +1 modifier.



Exempli Gratia: Faerie Familiars

Phaerea of House Merinita decides that the time has come to take a familiar, and she naturally chooses to bind a faerie. Her search leads her to a sprite from the lands of Dark Summer and she befriends it, discovering that their natures are sufficiently similar to form the bond. The sprite has a Faerie Might of 22 and a Size of -3. As the sprite is not especially wild, Phaerea determines that it should be bound with normal cords.

Phaerea is a powerful maga, with an Animál score of 22, an Intéllego score of 19, a Mentem score of 26, and a Faerie Magic score of 10. Since her Faerie Magic and Animál scores are greater than five and 15, respectively, she is capable of bonding a faerie familiar.

In the first season of the binding, Phaerea opens the enchantment between herself and her proposed familiar (according to the *Ars Magica* rules). She spends nine (12 + [-3 Size]) pawns of Vim vis. She and the sprite both gain superficial characteristics of the other at this point.

In the second season Phaerea must forge the three natural cords. Her bond score is 58 (22 Animál + 19 Intéllego + 26 Mentem + 10 Faerie Magic - 22 Faerie Might - [-3] Size). She decides to take the following cords: gold at +3 (30 points), silver at +2 (15 points), and bronze at +1 (5 points), as she feels this reflects her emphasis on magic and mind over physical things. The

remaining eight points are discarded.

In the third season Phaerea must choose her bond qualities using her 58 available points. (Bond qualities not listed above may be found on pages 97-99 in ArM4) Her familiar has three innate faerie powers which she wishes to attune to Hermetic ways. The +5 Attunement quality covers each power for a total of 15 points. She also takes Mental Communication (10 points) and Unlimited Bond (10 points). From the faerie bond qualities presented above she takes Link of Magic (15 points) and Link of Reality (10 points). As this comes to 60 points, she must also take five points of negative qualities to balance it out, even though she is only two points over her limit of 58. She chooses Link of Nature (-5) from the faerie list. At the end of this season the covenant finds a pile of iron lab equipment dumped outside Phaerea's sanctum.

Now the player and storyguide must decide precisely how the bond has affected Phaerea and the sprite. This is subjective, but they try to make Phaerea seem more fay, taking into account the effects of the cord types.

Finally, the fourth season is spent closing the enchantment, which costs the normal three pawns of Vim vis. The sprite is now Phaerea's familiar and its game statistics are determined.



Criamon Imprints

Creating Imprints

Imprinting is a method of enchantment practiced by House Criamon. By imprinting, a magus enchants his own body in the same way he might enchant an item. A magus creates an imprint by imbuing a tattoo on his body with magic. A magus must have an Enigmatic Wisdom score of one or better to be able to create an imprint, which means

I, Sekos of the Blind Hand clutch, shall relay to you the practice of imprinting, discovered by Criamon so long ago. All magi know how to enchant magical artifacts. Only your brethren of House Criamon have mastered the art of imprinting, imbuing our own beings with the power of enchantment. Make no mistake, there are others who have learned our art. However, they did so only by learning about themselves and by coming closer to the Enigma.

As you have learned, in normal enchantment you mold and shape the properties of some object outside yourself, imbuing it with the power of magic. But items outside yourself are unreal. They affect the world around you, leaving you untouched and no closer to the Enigma than before. Instead of wasting time with these external toys, turn instead to imprints, enchantments of your own self. An imprint is created with a tattoo, and although located on your body, the magic runs to your soul. An imprint can no more be removed from you than the Enigma.

Take care, though, for you are not toying with unreal things than may be discarded. When you create an imprint, you create permanence. You cannot discard an imprint, for it becomes part of you. Do not waste your time and energy with trivial imprints.

that imprinting is rare outside of House Criamon. Note that the markings and tattoos that Criamon magi acquire for learning the Arts as apprentices or for becoming magi (see *Houses of Hermes*) may not be invested with magical powers.

One of the advantages of an imprint over a standard enchantment is that there is no item to be lost. It is also much easier to affect yourself with an imprint than with an enchanted item. Further, it is easier to trigger effects, and they are harder to dispel. Imprints may be studied like any other enchanted devices. A score in Enigmatic Wisdom is not required to investigate, but it does add to your Lab Total to investigate (see ArM4, page 91).

Nevertheless, there are disadvantages to imprints. Because the imprint instills magical power into your body, linking that power directly to your Gift, each imprint increases your Twilight Point total by one. Lab botches and mistakes cannot be discarded; they become part of you, and also increase your Twilight Point total. There is a limit to how many imprints you can design upon yourself, given below. It is difficult to affect anything other than yourself with an imprint. You cannot make an imprint for someone else.

Should you lose a body part with an imprint on it, you lose use of that imprint's power. However, the body part can be used as an arcane connection to you and is dangerous should it fall into the wrong hands. Suffering physical harm or change that results in the alteration of imprints usually ruins their effectiveness; the powers and vis invested in them are lost. You and your storyguide should determine what sort of damage is done in each instance. For example, the storyguide may decide that each activation of an imprint on damaged or changed skin requires a stress roll.

Opening the Enchantment

As with any other invested enchantment, the thing being enchanted (here, your body) must be opened for enchantment

before any powers are instilled. Your body may hold a maximum number of pawns of vis equal to $10 + (2 \times \text{Size})$. As usual, Vim vis is used to open the enchantment, and the process takes a season. Remember that your Magic Theory + Vim total limits the number of pawns of vis you may use in a season.

Form and Effect Bonuses

It is possible to make your body function as a talisman, investing yourself with Form and Effect Bonuses (see page 85 of ArM4 and page 102-104 of this book). Each bonus is captured in a different tattoo and may be invested individually. These bonuses do not count toward the total number of imprints you can invest into yourself and do not increase your Twilight points. You simply take a season, draw your tattoo, and receive the intended Form and Effect Bonus.

The location of the tattoo on your body may provide a Form and Effect bonus. Some examples include the following:

Arm	+3 strength
Ear	+3 sense of hearing
Eye	+3 sight
Foot	+3 travel
Hand	+3 sense of touch
Head	+5 mental functions
Over Heart	+5 affect emotions, +3 health
Tongue	+3 speak languages, +2 lie

You and your storyguide may create more bonuses as you please. You may also receive Form and Effect Bonuses for exotic ingredients used in your imprint. For example, if you had used ground pearl in your dye, you might receive the +5 bonus to detect or eliminate poisons.

Instilling the Effect

Investing a power into an imprint is achieved using the standard Ars Magica rules

(see ArM4, pages 85-87), including the level of the effect and any modifications from frequency of use, penetration totals, and so on. An imprint cannot be used by anyone else, so limiting use by others is not an available option. Powers may be triggered by you at will, but you can only activate one imprint per round. Imprints with mutually incompatible effects probably should not be activated one after the other, but use your common sense.

The following factors affect the effective level of an imprint's power, in addition to the standard modifiers:

- +10 Affect something at range
Reach or farther
- +5 Affect something at range Touch
- 5 Affect own body (range Personal)
- 7 Affect own skin

It is possible to create an imprint which affects only the tattoo itself, in which case you halve the level of the effect as you would





for a normal invested power which only affects the item.

Once the effective level of the power is determined, that level is compared to your Lab Total. Include your score in Enigmatic Wisdom in this Lab Total, as well as the Form and Effect bonuses for tattoo location and effect. For example, if your imprint has a mind-reading power and the imprint is located on your head, add five to your Lab Total to invest the power.

For every point by which your Lab Total exceeds the power's effective level, you accumulate one point per season. Until you accumulate points equal to the effect's level, you are still in the process of drawing your imprint. Corpus vis may be used to invest the power in addition to vis of the Form and Technique of the power.

If you decide to experiment (see ArM4, page 92) in the creation of your imprint, you cannot re-attempt efforts gone astray. If the power gains a side effect, good or bad, you are stuck with it.

You may also simulate lesser enchanted devices (see ArM4, page 88) with imprints. However, if your Lab Total is less than twice the effective level of the invested power, you cannot complete the tattoo. It remains unfinished on your body, and any vis invested in the project goes toward your body's limit.

Disenchanting Imprints

Imprints are not just enchantments, they become linked to your Gift. They cannot be disenchanting without damaging or destroying your Gift. Thus, attempting to destroy an imprint by any means is considered tantamount to attempting to destroy a magus's Gift. The Perdo Vim spell *Disenchant* (see ArM4, page 158) does not affect imprints. There have been cases of magi successfully disenchanting imprints, but no standard method is known. Should you ever lose your Gift, all of your imprints are destroyed as well.

Automata

Long have magi of the Order sought to create true life by purely magical means. Any mortal may procreate in the usual way, but my fellows in House Bonisagus are no closer to an answer now than they were a generation ago. To our knowledge, no magus has ever succeeded in creating and sustaining a genuine living being. Indeed, it may be that the creation of life is truly beyond Hermetic limits, but this prospect must not stop us from making the attempt. I have collected here what is known about creating autonomous creatures using magic that it might enlighten and inspire you.

— Occultes of House Bonisagus
Durenmar covenant, A.A. 1359

Automata are magically constructed creatures that appear to have a life of their own. They can move themselves around, and display signs of intelligence. Hermetic theory does not really cover this sort of creation, and so the processes shown below tend to have a strong non-Hermetic character to them.

While automata may have wills of their own, they do not have souls as men do. Like animals, they have will, motion, and vigor, but they cannot aspire to salvation. The Holy Spirit cannot fill them, and they are not counted among God's children. Of the animated creatures that do show free will, all have something in common. They have either been touched by God or have been granted the lifeblood of another — life does not come to them by natural or holy ways.

This truth validates the theory that though man may aspire to creation, the ineffable power of life is likely beyond even the greatest of magi.

Hermetic Golems

A golem is a magical construction, first created by Jewish sorcerers who study Kabbalah. The golem is vaguely humanoid in form, and can range in size from that of a small child to that of a small giant. The body is made of earth and water, and is granted a limited intelligence by its creator, whom the creation serves without question. The thing cannot speak, but it can move and understand rudimentary commands in the language spoken by its creator.

The process presented below has been gleaned from the mysterious workings of Kabbalists and adapted to Hermetic processes. After all, most magi believe that any magical process performed by a hedge wizard should be possible using Hermetic magic. Even though the manufacture of Hermetic golems retains some of the trappings of the original process, it suffers from a certain lack of refinement. See *Kabbalah* for details on how true golems are made.

Hermetic golems are prone to erratic and dangerous behavior. As with all magical procedures that are not completely harmonious with Hermetic theories, the animation ceremonies required to give the construct mobility and sentience are sometimes subject to grievous errors. Unfortunately, errors made in the process of golem creation are not usually apparent until the project is complete and the golem animated. Only then do behavioral problems manifest, wasting the magus' effort. The automaton may even function normally and effectively for a time, until some undetermined event snaps the bond shared with the creator. The creature then runs rampant, apparently mad with rage and pain, not stopping until it is destroyed.

Enchanting and Animating the Golem

A magus beginning the process of golem creation must acquire a large quantity of pure yellow clay, usually found in northern Africa or in the Levant. The exact amount needed is 700 pounds + (200 pounds x golem Size). The construct can range from Size -2 (300 pounds) to Size +2 (1100 pounds). A golem's Size must be fixed at the beginning of the process.

First, the formed clay of the golem must be opened for enchantment, and then enchanted with a Rego Terram effect of level (30 + [2 x Size]). The magus's Rego Terram Lab Total is compared to this modified effect level to determine how many seasons are needed to invest the effect. At this point, the storyguide should make a stress roll in secret; on a botch, the golem will behave erratically when complete.

Once the clay has been enchanted, the magus must enchant a measure of water with a Rego Aquam effect of the same level as the Rego Terram effect in the previous step. This water should have some religious significance, such as water from a spring that wells up near a synagogue or that was blessed by a saint. Once enchanted, the water is applied



Hermetic Golem

Magic Might: 30 + (5 x Size)

Characteristics: Int -6 (literal-minded), Per 0, Pre 0, Com -5 (mute), Str +4 (powerful), Stm +5 (tireless), Dex -2 (slow), Qik -2 (shambles)

Size: varies (-2 to +2)

Abilities: Brawl 6

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawl Attack	+5	+4	+(4-Size)	+(4+Size)	+11

Soak: +(15 + Size)

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1, -3, -5, Destroyed

Vis: 3 x Size Vim (minimum 3), in body

The Hermetic golem looks like a man of clay, and is not easily disguised. Fire does reduced damage to a Hermetic golem: reduce the damage done by 10.



to the clay, granting malleability and movement. The storyguide should make a second stress roll in secret to see if the golem is flawed.

Now that the construct has form and the ability to move, it must be granted limited sentience so it can interpret commands. This step also forms a bond between creation and creator, so that the automaton obeys commands. For this step, the magus must prepare a full dose of his longevity potion. Using this potion as ink, he inscribes his name on a papyrus scroll, then sets it afire. Once it has been turned to ashes, they must be invested with a *Rego Mentem* effect at the same level as the *Rego Terram* and *Aquam* effects of the previous two steps. After the magic is instilled, the ashes are placed in the golem's mouth. The storyguide should make one last stress roll in secret to see if the golem is flawed.

Finally, the magus must speak a series of Jewish prayers and Hermetic incantations over the creation over the course of a season. This seals the magic and merges the three elements of earth, water, and mind into a harmonious whole. At the end of this ritual the creation is named, which brings it to life.

Note that the magus will not know if a botch resulted from any of the three checks in the creation stages, and so does not know if his creation will go astray. If a botch did result, the golem acts as expected until ordered into combat, at which point the storyguide should make another stress roll. If a botch results, the golem goes berserk, attacking everyone and everything until only rubble remains, at which point it will move on to wreak more havoc. There is no way to regain control of a rogue golem; destruction is the only option. If a botch does not result, the golem is safe until ordered into combat again.



Hermetic Homunculi

Some magi of the Order have dabbled in methods of making their own artificial men, following a purely magical path. One method involves carefully harvesting the Mandrake root (see *Faeries*), and feeding it blood until it achieves a measure of sentience. The animate mandrake root is known as a homunculus or mandragora.

Hermetic wizards have also explored ways of creating the homunculus using a mixture of magic and alchemy. It is formed of the flesh of a magus (among other things), and as an extension of the magus, the homunculus inevitably shows a strong resemblance to the caster. The Hermetic homunculus must be crafted by a special process, described below.

The homunculus is for all intents a small man, perfectly formed and with unique features, that develops a personality and life all its own. In essence the wizard creates a child, a free-willed being who learns skills and acquires knowledge as a child would. A homunculus may also learn magic. Homunculi are notoriously curious, and rais-

ing a homunculus is a lifelong commitment much like raising a child.

The process of creating a Hermetic homunculus starts with the creation of a small embryo of sorts from the flesh of the magus and other materials. The magus needs to collect about eight pounds of material from himself, such as blood, hair, flakes of skin, feces, or teeth.

The choice of additional ingredients is determined by the traits the magus wishes to impart; certain ingredients are used to shape certain traits in the homunculus. The Form and Effect bonus tables in *ArM4*, page 84 and in this book, pages 102-104, should be consulted for ideas. A crushed sapphire, for example, might be used to increase Intelligence, the tongue of a human child might be used to increase Communication, and so on. Ingredients can also be used to impart Virtues and Personality Traits.

Most mundane ingredients cannot grant Characteristics, Virtues, or Personality Traits greater than +1, but the storyguide can use his discretion and require the magus to go to great lengths acquiring rare ingredients that allow greater bonuses. If such requirements foster adventure and roleplaying, they are desirable.

For each ingredient, roll a stress die + Int against an ease factor of 9. On a successful roll, the sympathetic essence functions normally, otherwise no bonuses are gained. If the roll botches, the intended effort may appear, but the homunculus also suffers from a terrible flaw. Note that multiple applications of the same substance do not have a cumulative effect.

Once the raw materials have been assembled and applied, the magus must enchant them to animate the homunculus. The raw materials must be prepared for enchantment using ten pawns of Vim vis and two pawns of Creo vis. Once prepared, the magus begins investing a powerful Creo Corpus effect of level 70 with Mentem and Vim requisites. In addition to the necessary vis, the magus must also permanently sacrifice one point of Stamina as he provides sustenance to the creature during the process. Note that limits

on vis use may extend the necessary enchantment time, and that this process bends Hermetic limits.

Once the initial body is assembled, it must be nursed for 40 days on the milk of a human woman and the blood of the magus creator. The homunculus quickly grows into the shape of an infant, at which time it may be treated and cared for as any human child. The creation continues to grow and age as any human child would, and may be trained by the magus or others. The homunculus has the statistics of a normal human child, although Virtues or Flaws consistent with its creation are certainly appropriate.

Other Animates

There are stories of other sorts of animated and autonomous creations throughout the ages, but Hermetic wizards have not yet found suitable ways to duplicate these past triumphs. Two of these, Pygmalion's statue and the bronze man Talos, were created through acts of the Old Ones in the ancient times of Greece. Although magi of the Order are powerful, they cannot easily access power such as this.

Other animates include the legendary brazen head of Pope Sylvester II. It was rumored to be able to converse intelligently and even foretell the future. Some believe that the head's animating force was a demon, but there are other spirits in the world of a magical or fay nature, and it could easily have been one of these. It is not known, for the head has been lost in Rome for some time. Magi who try to animate an object by binding a spirit to it may find themselves defending charges of diabolism, and woe to the magus whose experiments in this field go awry. Twilight might be the most pleasant option available.





Magic Items with Abilities

These rules make it possible to invest magic items with Abilities. A magus might store Abilities to preserve some knowledge, or to gain the use of some Ability that he is incapable of learning. Of course, not all Abilities can be stored and put into use. For example, how could a gem be invested with Shield and Weapon skill? However, you could train it with Storytelling, which (with appropriate Imáginem effects) would produce a gem that could spin a good yarn.

In order to invest a device with Abilities, a magus must first open the enchantment of the item as usual. In a later season, some of the space in the item can be invested with Abilities. This is done by devoting pawns of Intéllego vis to preparing the item for learning. Each pawn of Intéllego vis creates space for five experience points of worth of Ability scores. These points must be dedicated to certain Abilities at the start. Investing any num-

ber of pawns of vis for this purpose takes a season, and as usual, the amount of vis a magus may work with in a season is limited by his Magic Theory + Vim total.

Once an item has been opened to learning specific Abilities, it is considered to have a score of zero in those Abilities, and it can receive further training in them. Any item may be trained or taught (see ArM4, page 187). Note that for an item to learn using Disputatio, it must have some sort of magical effect that allows it to communicate. The teacher need not be the magus who created the item, but must have the relevant Skill or Knowledge and be open-minded enough to train an object. Experience points gained are applied to the Ability's level, just as they would be for characters learning Abilities. Of course, the limit imposed on the maximum number of experience points an item can learn has already been established.

At the storyguide's discretion, an item that has been trained to have at least one level in a Skill or Talent may improve its Ability through practice or exposure, as a character would. This option should be carefully considered before being allowed, since it effectively allows items to learn on their own.

Exempli Gratia: Magic Items With Abilities

Vigdor of Jerbiton wishes to enchant an item that will entertain his patron at court. He decides to create a small stone statue of a pig, which he will then enchant to be able to sing. The statue will require six pawns of Vim vis to open for enchantment (3 for soft stone x 2 for size) over the course of a season.

Vigdor decides that he will need an Imáginem effect so that the pig can be heard. The basic effect is a Creo Imáginem effect of level 3, which will fill a room with sound. It is further modified by +4 for frequency (12 songs per day), +4 for using Vigdor's Creo Imáginem penetration total of 22, and +5 for letting the item maintain concentration on the spell. The modified level of this effect is 16, which takes two pawns of space in the statue. Assuming that Vigdor's Lab Total is between 24 and 32, he will need two seasons to instill this effect, in addition to two pawns of Creo or Imáginem vis.

The season following, Vigdor decides to put three pawns of Intéllego vis into the statue, which will allow the statue to gain up to 15 experience points in Sing. Vigdor decides to hire a local troubadour of some skill to train the statue. The troubadour has Communication +2 and Sing (ballads) 4, so the statue gains two experience points per season of training (one for being trained plus one for the trainer having a Communication score greater than zero). After five seasons of training, the statue will have ten experience points in Sing as well as a specialization in ballads, but it will not be able to learn anything more from the troubadour. It still has room for five more experience points, which will have to come from some other source.

Vigdor now has a rare and unusual gift, and the troubadour has a tale about how he taught a pig to sing. Not being sentient, the statue is probably not annoyed.

Obviously, a record of experience points earned must be kept. If space for vis still exists in the item, more experience points spaces may be invested into an item by spending another season and more pawns of *Intéllego vis*.

Abilities invested into devices may be specialized, and in general, the specialization matches that of the instructor. If the instructor had no specialization himself, or if the item was mostly self-taught, the storyguide may assign a specialization that seems appropriate.

In the end, the storyguide must decide what Abilities can be learned by a magic item, based on the nature of the item and simple practicality. For example, most items given Knowledges will need some way to communicate their knowledge to others in order to be truly useful. Exceptional Abilities are beyond the capacity of magic items, since those Abilities require Virtues as prerequisites. Furthermore, you may restrict items' ability to learn on their own, since this implies some measure of independent intelligence. Note also that this training process requires a significant investment of time, and would only be recommended for major projects.

Unique Longevity Potion Ingredients

Creating a longevity potion requires one season of investigation to determine its necessary ingredients (see *ArM4*, page 89). Obviously, before the actual potion can be created, these ingredients must be gathered. Most ingredients are relatively commonplace, but some ingredients may be of a more unique nature. Their inclusion will give the potion added vitality and ease the burden of its creation. Although unique ingredients are never required for the manufacture of a longevity potion, they are desirable because for each

unique ingredient included in a longevity potion, the amount of vis required to create the potion is reduced by one pawn. Assume that a maximum of one unique ingredient exists for every five years of the current age of the magus. While these special ingredients substitute for vis, the magus will need to reformulate the longevity potion if they are missing at a later time.

Acquiring unique ingredients should involve story events, such as a journey to the village where the magus was born. The magus should cherish these unique ingredients and carefully protect them from harm once they are acquired, because they may be necessary to fashion another potion in the future. Due to the transient nature of life, sometimes these ingredients are impossible to obtain, for example, the necessary oak tree may have burned, and no more acorns will ever be produced. When this occurs, the ingredient is lost, and cannot be replaced or magically conjured.

Examples of unique ingredients include milk from a particular herd of cattle, acorns from a specific oak tree, water from a specific village well, or even dew from the headstone of the grave of the magus's father. Ingredients need not be edible — a baby's tooth or clod of dirt might suffice. Normally such ingredients manifest aspects of the magus's youth, birth, or individual nature. For example, the aforementioned oak tree might be the tree he frequently climbed as a child.

Form and Effect Bonuses

The list of Form and Effect bonuses that begins on the following page supplements the Form and Effect Bonuses Table on page 84 of *ArM4*. Some items from that table may appear here, but with additional associations.



Form and Effect Bonuses Table

Absinthe	+2 memory loss	Belladonna	+1 flying
Acorn	+2 prophecy	Belt or Girdle	+1 chastity
Alder	+3 control wind	Beer Stein	+3 affect liquid within
	+3 ignite fire		+2 drunkenness
Aloe	+3 heal skin afflictions	Birch	+1 inspire love
	+5 protection from decomposition		+3 drive away evil spirits
Amber	+3 ward against bad dreams	Black Wool	+4 alienation
	+1 meditation	Blanket	+2 affect user
Amethyst	+1 strong emotions		+5 warmth
	+3 mental healing	Blood of Innocent	+6 attract evil creature
	+2 peace of mind	Book	+5 knowledge
Anchor	+5 resistance to movement	Brass	+1 beauty
	+3 stability		+2 leadership
	+3 security	Broom	+3 cause winds
Anise flowers	+2 aids in digestion		+5 cleaning
Aquamarine	+1 quick thinking		+2 moving something
Angelica	+4 exorcising demons		+3 flying
Ant	+3 diligence	Butterfly Wing	+3 beauty
Antlers	+2 fertility	Butterfly Cocoon	+3 Muto
	+2 strength and stamina	Candle	+4 produce light
	+3 leadership		+1 create fire
Apple	+3 sin	Candlestick	+3 see at night
	+2 eternal youth	Camel's Milk	+3 sobriety
	+1 leadership		+1 moderation
Apple Core	+3 ancient knowledge	Carnelian	+4 blood and wounds
Arrow	+3 speed	Caraway Seed	+2 aphrodisiac
	+2 impulse	Carrot	+3 affect vision
Ash Wood	+2 cause dreams	Cat's Eye	+2 see in the dark
	+3 flight		+1 cruelty
	+1 breathe water	Catnip	+3 animal bonding
	+2 affect water	Cedar	+3 durability
Ashes	+3 destroy wood	Centaur Heart	+7 strength
	+2 cause fire	Centaur Hoof	+4 internal dissension
	+2 purification	Chain	+5 slavery
	+2 humility		+3 imprisonment
	+1 death		+2 defeat
Asparagus	+2 heal paralysis	Chamomile Flowers	+2 cause sleep
Aspen	+2 physical protection	Chastity Belt	+5 protection from lust
Asphodel (plant)	+4 joy to the dead		+2 affect loyalty of wearer
Axe	+3 destroy giant	Cherry	+2 longevity
	+2 establish border	Cherry Branch	+3 drive away evil spirits
	+1 bring lightning	Copper	+2 peaceful
Badger Pelt	+2 slyness		+1 bring luck
Badger Tail	+2 greed	Coriander Seed	+4 cure disease
Barberry	+3 cause depression	Cow's Milk	+1 nurturing children
Basil	+2 draw poison		+3 raise rivers
	+2 calming	Crab	+2 bring flood
Basilisk Eye	+5 petrification	Crab Shell	+3 cause pain
Basin/Bowl	+3 scrying	Crane Beak	+1 kindness
	+5 affect liquids within	Crane Wing	+4 protection from exhaustion
Bat Wings	+3 summon demons		+4 protection from debility
Bat, Red	+3 frighten away demons	Crow's Feathers	+3 thieving
Bath	+1 lechery	Crucifix	+3 protection against evil
Bay Laurel	+3 cause drunkenness	Cypress	+3 burial
Beard	+2 strength		+1 death
Bear's Heart	+4 endurance		+2 ward against evil magic
Bee	+2 wisdom	Deer's Milk	+1 affect concentration
	+1 diligence	Demon Blood	+3 cure blindness
	+3 find ghost by following	Diamond	+3 poison
Bell	+2 summon supernatural creature		+2 light
	+3 drive away supernatural		+3 discerning the truth
	+1 avert storms	Dog's Eye	+3 see ghosts

Dog's Paw	+2 loyalty +1 vigilance	Hazel Nuts	+2 speak with beasts +1 divine direction
Donkey Hair	+3 laziness	Heather	+3 cause rain +2 protection from curse
Donkey Tail	+2 fornication		+4 protection from rape
Dove	+3 tenderness +3 love	Hedgehog Skin	+3 ward against hail
Dove's Egg	+4 aphrodisiac	Hemlock	+4 poisons +2 flying
Down	+2 sleep	Henbane	+3 provoke spirits
Dragon Bone	+4 inspire fear +2 protection from fire +3 greed and pride	Hen Blood	+3 lust
		Hen Beak	+3 foolishness +1 panic
Dryad Hair	+5 charm	Hematite	+4 prevent bleeding +2 aid in physical combat
Dwarf Eye	+4 knowledge of ancient treasure		+3 good luck
Eagle Feather	+4 justice	Holly	+2 divine weather
Eagle Talon	+3 inspire heroism	Holly Berries	+2 healing wounds
Elder	+2 resist illness	Honey	+4 loyalty to family
Elderberry	+1 healing	Honeycomb	+4 catch fish
Elephant Tusk	+5 strength +1 modesty	Hook	+3 open any lock
Elephant Hair or Bones, Burnt	+4 ward against demons	Hoopoe (Mediterranean bird) Bone	+2 ward against misfortune
Falcon Feather	+2 affect royalty	Horse Skull	+4 restraint and steadfastness
Feather	+5 flight +3 lightness	Ibex Heart	+1 concentration
		Ibex Hoof	+2 cold
Fennel Flowers	+2 protection from spirits	Inscribed Circle, uninterrupted	+7 warding
Fern	+1 invisibility	Iris	+3 deliver message
Fir Needles	+1 good health	Iron	+2 protect wearer +3 strength
Fig Leaf	+5 sexual intercourse		+3 language
Fig	+3 intoxication	Ivy	+2 longevity
Fireflies	+1 create light	Jade	+1 purity +2 wisdom
Fish	+3 fertility +1 good luck +6 the deep ocean	Jasmine	+2 inspire lust
		Knot	+1 captivity +1 immobilize
Flies, Swarm of	+2 disaster +1 summon demon		+3 freedom
Flag/Banner	+3 honor	Knot, pulled untied	+3 drive away mountain spirits
Flute	+5 control children	Knot, tied around rock	+2 ascend
Fox Blood	+2 protection from evil magic	Ladder	+1 enter trance
Fox Tail	+3 cunning or trickery	Ladder Rung	+5 love
Frog	+4 necromancy +2 fertility	Locks of two peoples' hair, knotted	+5 forgive a murder
Frog Tongue	+3 truthfulness	Laurel	+2 protection from lightning +2 ending guilt
Garnet	+2 solitude +2 protection from air spirits		+3 victory
Garlic	+2 protection from fear +4 exorcising a demon	Crown of Laurel	+2 remember
		Lavender	+2 blood
Ghost's Shroud	+6 age	Leech	+4 protection from disease
Giant blood	+5 strength		+2 stasis
Glass	+3 beauty of object	Lead	+3 military valor
Gold	+3 inspire honor +1 Produce Light +2 protection from magic	Lion's Tail	+3 sensual love
		Linden	+1 justice +1 ward against lightning
Gorse Wood	+3 protection from magic +3 ward against wood faeries		+3 innocence
Goose Bill	+3 gossip	Lily, White	+1 virginity
Goose Feather, Gray	+3 solitude		+3 regeneration
Goose Flesh	+1 aphrodisiac	Lizard's Tail	+3 repulsion
Griffin Feather	+2 flight	Lodestone	+2 vision
Hair, Long	+3 excess (particularly lust)	Lynx Eye	+4 mental alertness
Hammer	+1 manual labor	Lynx Heart	+2 cleverness
Hare	+3 speed +1 vigilance		+5 establish border
Hare Meat	+2 insomnia	Lynx Droppings	+3 talkativeness
Hawk's Eye	+4 vision	Magpie	+3 discern adultery
Hawthorn	+4 bad luck or curse		+3 fidelity
Hazel	+3 affect fertility	Malachite	+3 the sea

THE WIZARD'S GRIMOIRE

Malachite (cont.)	+1 affect water	Olive Oil	+2 heal wounds
Mandrake	+3 fertility	Onion	+5 crying
	+4 death		+2 cause impotence
	+3 create poison	Opal	+2 loyalty
	+5 Corpus	Oven	+7 burn something
	+7 Perdo Corpus	Owl Skull	+4 wakefulness at night
Map	+3 direction	Parrot's Beak	+5 imitate
	+5 find		+3 protection from fever
Mercury	+5 reversal	Peacock Blood	+4 dispel evil spirit
	+3 eloquence	Peacock Tail	+5 glory
	+2 speed	Pear	+4 penance
	+1 wealth		+1 longevity
Melting Ice	+3 mercy	Pear Tree Blossom	+2 mourning
Menstrual Hair	+4 conjure serpents	Pedestal	+4 affect something on it
Mermaid Scale	+3 breathe water	Pelican Beak	+4 self-denial or self-sacrifice
Milk	+1 moon	Pentagram	+6 summoning demons
Millstone	+5 produce bread		+3 protection from demons
	+2 justice		+5 bind creature within pentagram
Mirror	+3 Imáginem	Peony	+4 protection from storms at sea
	+5 scrying		+2 dignity
	+3 seeing the past		+1 ward against disease
	+1 divination	Peppermint	+3 soothe stomach pains
	+1 entrapping a spirit	Peridot	+2 strength
	+1 protection from supernatural creatures		+1 regeneration
Broken Mirror	+3 bad luck	Pig's Knuckles	+3 induce greed
Blood of True Lovers, mixed	+5 cause emotions		+1 good luck
	-3 controlling emotions	Pillow	+4 cause sleep
	-1 rationality		+3 dreams
Mistletoe	+3 healing	Platinum	+2 ambition
	+2 protect human body		+1 energy
Mistletoe Berries	+3 rejuvenation	Plow	+5 agriculture
Mole's Blood	+6 cure deafness	Poker	+4 affect fires
	+3 cure fevers	Pomegranate Seed	+3 fertility
Mole's Boiled Flesh	+5 grow hair	Poppy	+2 impending death
Mole's Heart	+7 divination		+1 bad luck
	+5 cure madness	Quartz	+3 see through illusions
Mole's Tooth	+5 cure toothache	Quern	+3 produce bread
Monk's Hair	+5 piety	Ram's Horn	+5 vitality
Moonstone	+2 protection from cold		+3 strength
	+4 moon	Ram's Hair	+1 determination
Mother's Milk	+3 longevity	Rat Skull	+1 summon demon
	+3 sexual potency	Raven's Beak	+5 cause difficult birth
Mouse Skull	+1 shrewdness	Raven's Eye	+3 wisdom
	+1 hiding	Raven's Feather	+1 bring war
Murder Weapon	+3 revenge		+2 death
	+2 violent death	Raven's Talon	+3 curse
Mushroom Stem	+2 fertility	Reed	+3 thieving
Nail	+1 resilience	Rock or Stone	+3 mending
Nettle	+1 protection from demons		+1 stability
Nightingale Flesh	+3 wakefulness	Rooster's Comb	+1 endurance
Nightingale Heart	+3 oratory	Rooster's Crow	+3 protection from nightmares
Noose	+5 justice	Rose	+7 drive away demons at night
Nose of a Bloodhound	+5 sense of smell	Rose, White	+3 rekindle a love
Nun's Habit	+5 chastity	Rose Garland	+2 death
	+2 purity	Rowan	+3 virginity
Oak	+1 longevity		+4 protection from lightning
	+3 passage into spirit world	Rowan Berries	+3 command ghost
	+2 control earth	Sage	+3 protection from evil spirits
	+1 control sky	Salamander Scales	+2 bring Prosperity
Obsidian	+3 inner knowledge		+3 protection from heat or fire
Octopus Ink	+3 supernatural powers	Salt	+5 Perdo Ignem
Ogre's Blood	+3 strength		+3 reveal or destroy demons
Olive Branch	+4 peace	Sapphire	+2 preservation
	+3 victory		+1 barrenness
			+2 dispel evil magic

Satyr Heart	+5 unbridled lust	Turtle Beak	+3 natural stability
Satyr Hair	+3 excess	Turtle Bones	+4 longevity
Scales	+6 justice		+3 immodesty
Scorpion	+4 poison	Turtle Egg	+3 fertility
	+2 logic	Turtle Shell	+5 ward against hail
Shape of a Cross	+1 protection from evil		+1 ward against evil
Sheep Wool	+3 helplessness	Locks of Twin's Hair	+5 duality
Sickle	+1 death	Unicorn Horn	+8 purity
	+3 Perdo Herbam		+4 strength
Silver	+4 oratory	Veil	+5 modesty
Skullcap	+6 affect wearer's mind		+3 virtue
Lady's Slipper	+5 female domination		+2 summon a fog
	+3 submission	Violets	+3 penance
Snail	+6 slow movement	Vine	+4 intoxication
Snail Shell	+4 heal boils		+1 joy
Snake Skin	+4 old age		+3 inspire madness
Snake Venom	+5 poison	Virgin Sacrifice	+3 ward against demons
Spider	+1 climbing		+6 summoning demons
Spider's Venom	+3 poison		+7 fertility
Spider's Web	+2 entrapping	Walnut Fruit	+5 fertility
Sprite Hair	+3 charm		+2 revelation
	+2 fly	Walnut Shell	+3 mental bitterness
Stag Antlers, powdered	+3 protection from snake venom	Wax	+2 keep something closed
Stork's Bill	+7 human birth	Weathercock	+2 controlling wind
	+3 longevity		+4 direction
Stork's Feather	+3 meditation		+6 predicting weather
Sulfur	+2 healing	Wheel	+3 passing time
	+3 preserving	Willow	+3 enhance water
	+1 summoning demons		+5 purify water
Sunflower	+3 divining truth	Wine	+3 affect imbibor
Swallow's Ashes	+4 male sexual potency		+6 cause drunkenness
Swan's Feathers	+4 feminine grace	Wolf's Hide	+5 deception
Swan Bones	+3 noble purity	Wolf's Tooth	+3 cruelty
Sylph Hair	+4 invisibility		+1 greed
Tar	+4 ward against vampires	Wolf's Eye	+4 victory
Tattoos	+5 affect body		+3 immobilization
	+7 affect own skin	Wolfsbane	+3 protection from lycanthropes
	-5 affect something by touch	Yew	+4 death
	-10 affect something at a distance		+3 decay
Thistle	+3 conceive a son	Zombie bones	+3 protection from control
	+3 reverse an evil omen		+3 raise a corps
	+1 lust		
Thyme	+2 purification		
Tears of Grief	+7 listlessness		
	+10 sadness		
Tin	+2 control		
Toadstool	+3 protection from faeries		
	+5 poison		
Toad's Stone	+5 evil necromancy		
	+4 guarding treasure		
Tombstone	+3 human death		
Human Tongue	+4 language		
Tooth, Dead Man	+2 cure toothache		
Tooth, Dragon	+6 create human form		
Tooth, Human	+3 procreation		
	+1 vitality		
Tooth, 7 Year Old Boy	+8 prevent conception		
Torch	+4 Creo Ignem		
	+3 wake someone		
Troll Blood	+2 strength		
Trumpet	+5 bravery		
	+2 summoning help		
	+4 announce enemies		
	+3 free slave		
Turnip	+2 cause sickness		



Chapter 9

Magic Items

WHAT FOLLOWS is a description of a variety of items that have come to my attention while compiling this work. While most of the artifacts described are the creations of our fellows in the Order, some were manufactured using techniques that have long since been lost. The most reliable creations are those made by ourselves or by our trusted comrades. Be cautious, for an item's apparent function may mask a hidden purpose.

– Occultes of House Bonisagus
Durenmar covenant, A.A. 1359

There may be a slight difference between the effect level listed for an item and the level of the spell with the same effect because the range, duration, or target of the spell may have been modified to get the desired effect in the item. The Hermetic items presented here can all be created using the *Ars Magica* rules for Enchanted Devices (pages 83-88). Other devices, which are obviously non-Hermetic from their descriptions, cannot be; nevertheless, Hermetic Forms, Techniques, and Levels are specified even for those items for mechanical purposes like magic resistance.

Amulet of Open Ways

The Amulet of Open Ways is a flat stone of jade set in a necklace. On one side of the amulet is crafted the Verditius symbol of Muto and on the other is the Verditius symbol of Mentem. Anyone who wears the amulet and politely asks permission for something has his request fulfilled unless the victim makes an appropriate Personality Trait simple roll of 12+ or a successful magic resistance roll.

Enforce requests (ReMe 30; R: Eye, D: Sun, T: Ind)

The Bell of Saint Michael the Defender

This device is a cowbell which induces fear in all people or animals who hear it ring, except for the herd it protects. The bell's range is 500 paces. Any who hear it must make a Brave stress roll of 6+. Anyone with the Clear Thinker Virtue gets a +3 bonus to the roll. If the roll fails, the subject must get out of earshot of the bell. The person may not attempt to approach again until outside earshot, the bell is silenced, or earplugs are used. If the stress roll is botched, the subject keeps running from the bell until incapacitated from fatigue. The bell's duration is continuous as long as the bell is ringing.

Lucien de la Rochelle invented the bell during the Spring of her covenant, Le Tumulus de Kermario. At the time, a lack of covenfolk and grogs led to loss of cattle by perdition and poaching. Lucien found a magical solution, and enchanted the cow bell. A herdsman tending the herd with the bell should wear earplugs.

Cause fear (CrMe[An] 35; R: Spec, D: Sun, T: Ind; constant use)

Book of Thoughts Passed By

This book looks like a common, one-inch thick tome. Its covers are decorated with gold leaf. If someone reads the book, it is discovered to be an incredibly detailed diary, recording the vast and precise thoughts of the author over a one-month period.

What the reader may not realize is that once he closes the book, its pages are erased and it starts keeping a precise diary of his own thoughts, available for the next person who finds the book. Obviously, this book can be highly incriminating. One benefit is that the book does not record the author's name at the beginning; however, the author's thoughts may still reveal his identity.

Of course, if the reader realizes the book's powers, he may record his thoughts for the next month and have a record of everything that happened to him, offering a +3 to Lab Totals for that season. Other forgotten items and details may also be recorded. However, once a month's worth of thoughts are recorded, the book stops recording.

This Hermetic book was originally crafted illicitly for a mundane patron who wanted to reveal traitors among his political allies.

Scribe thoughts (InMe[Im] 35; R: Touch, D: Diam, T: Ind; constant use)

Boots of the Faerie Jig

These supple, finely crafted calfskin boots are thigh high. They make the wearer

fleet of foot and agile when walking or running. Quickness rolls are modified by +1. The wearer's traveling speed is increased by one-half (see ArM4, page 192). Athletics, Climb, and Dodge rolls receive a +1 bonus when appropriate. Fatigue rolls required for travel also get a +1 bonus.

The boots have a malicious side effect, though. Whenever the wearer hears music, his feet immediately begin to dance with incredible grace, dancing a step appropriate to the music heard. Once the boots begin to dance, they do not stop and cannot be removed until the music stops. The wearer must continue to dance, making a fatigue stress roll against an ease factor of 6 each round the song continues. The wearer may pass out from exhaustion, but the still-dancing boots will continue to drag him around. If the fatigue roll botches, two Fatigue levels are lost. Any movements requiring the feet made





while the boots are dancing are made at a -3 penalty.

Heaven help the wearer who goes into a faerie forest. Most faeries recognize the boots on sight, and do not hesitate to make the stay merry, playing music until long after the wearer drops. Malicious faeries might take things farther, depending on their whim.

The boots were originally designed for a mortal brought into a faerie regio to entertain the court there. When the mortal refused to comply, he was forced to dance well beyond his natural lifespan.

Fleet, lithe travel (ReCo 15; R: Touch, D: Diam, T: Ind; constant use), *Dancing* (ReCo 25; R: Touch, D: Diam, T: Ind; constant use)

The Box of Wonders

The Box of Wonders is a small box made of solid silver. It is about four inches square and four deep. The top half inch forms a hinged lid which is held shut with a simple clasp. The silver is undecorated, but polished to mirror brightness, and does not tarnish or scratch with normal handling.

If the box is opened and someone looks within, observers see the person bathed in a bright light originating from within the box. The person looking in the box sees whatever he most desires within. If that greatest desire could physically fit within the box, it simply appears within it. Otherwise, the box seems to be a window onto a scene wherein the greatest desire awaits. The person must make an Intelligence stress roll of 9+ to do anything but stare into the box. The box's power may also be resisted with a successful magic resistance roll. If forcibly prevented from looking, he must make another Intelligence (or magic resistance) roll to avoid using any means possible to get the box back. If the first Intelligence roll was botched, the person automatically uses any means possible.

Further Intelligence rolls are made once per day, or when any external event occurs that might make the person look away from the box. If the person looking sleeps or falls

unconscious, the power of the box is broken until he looks inside again.

The box actually contains another lid beneath the first. This second, interior lid covers a space about three inches square and one inch deep. An Intelligence or Perception roll of 6+ is required to realize that the apparent interior of the box is too small for the overall size. What the hidden space contains, if anything, is up to the storyguide or the box's owner. The hidden compartment is opened by pushing a complicated catch. A Dex + Legerdemain roll of 9+ is required to do it blind; a 6+ is required if looking.

The box was created by Maga Ucerta of House Criamon around A.D. 1000. She used it to store charms and talismans that had great significance in her understanding of the Enigma. On Ucerta's death, the box passed to her apprentice, who traded it away for an ancient talisman.

Discern desire (InMe 20, penetration 49; R: Eye, D: Mom, T: Ind), *Create illusion* (CrIm 25; R: Eye, D: Sun, T: Ind; constant use), *Entrance viewer* (ReMe 30, penetration 52; R: Eye, D: Sun, T: Ind; constant use)

Butterchurn

This wooden butterchurn is enchanted to turn cream into butter. The effect is triggered by placing a muslin cheese cloth over the mouth of the churn. The churn only works magically once per day, although it can also be used normally more often. As a lesser enchanted device, it only took one pawn of vis to instill this effect.

The churn was devised by the young magi of Le Tumulus de Kermario, whose covenant had few grogs. Those who did live there were overworked, often performing the work of covenfolk in lieu of their guard duties. This particular device frees a servant to perform other, more important tasks. Seeing that their masters were concerned about them, the grogs became more dedicated to their lives and home. The magi of Le

Tumulus de Kermario therefore suggest that all magi take such interest in their servants.

Make butter from cream (MuAq[Te] 10; R: Touch, D: Mom, T: Ind)



Cauldron of Bran

This large, ordinary-looking iron cauldron may be used to heal a person by placing him inside it. The spell is then triggered by dancing around it counterclockwise while waving a broomstick, and then laying a black cloak over the cauldron's mouth. Obviously, this requires the wounded individual to have an accomplice in using the device. The cauldron maintains concentration, and heals the subject at the rate of one Body level per minute. Raw vis may be used to make the healing permanent (Instant Duration), otherwise the effect has Sun Duration.

For every person healed in this way, roll a stress die. If a botch occurs, the subject is healed, but is stricken dumb and cannot regain the power of speech for the duration of the healing. If raw vis was used to extend the duration, the subject has lost his voice forever.

The Cauldron of Bran is inspired by the story of Bran as told in the *Mabinogion*. The device was created by Keterina-Josaine of House Merinita after hearing of how Bran resurrected his army using his cauldron. Seeing the long-term application of such an item, she decided to duplicate it. However, she used Corpus vis intended for another project and flawed her magical invention.

The cauldron took 25 pawns of Vim vis to prepare for enchantment, and six pawns of Corpus vis to instill the effect.

Incantation of the Body Made Whole (CrCo 40; R: Touch, D: Sun/Inst, T: Ind; maintains concentration, unlimited uses)

Dragon's Teeth

The Dragon's Teeth consist of 13 teeth, each a foot long, yellow, and cracked. When these teeth are cast on the ground and the proper command is spoken, 13 skeletal warriors (see ArM4, page 253) erupt from the earth to do the caster's bidding. Each skeleton wields a broadsword and is clad in a rusty mail hauberk (protection 5). They fight (or perform other menial tasks) until commanded to return to the earth, until all enemies are slain, until their task is finished, or until the skeletons are destroyed.

Each tooth can be used as many times as desired, but if its skeleton is destroyed, the tooth shatters. There are reportedly nine sets of Dragon's Teeth, all collected centuries ago from the great Wyrn Panderlou. If the sets are gathered together, all still intact, the number of warriors summoned is increased a hundredfold.

Create skeleton warrior (MuCo 30)



Orennus' Bowman

This device takes the form of a life-sized wooden statue of a bowman. He is made as if dressed in a dark green tunic and hose, and has a sword carved at his belt. He holds a bow in his right hand, with a quiver at his left. He stands on a wooden plinth about six inches deep, and his limbs are obviously jointed. These can be moved even when the statue is not magically active.

The Bowman is activated by removing a certain clump of grass from his plinth. However, there are ten removable clumps, and removing the wrong one causes the statue to attack the person removing it, pressing the attack until the clump is replaced.

When properly activated, the statue swivels to face any person or animal that comes within bowshot, in the half-circle in front of the statue. The statue draws an arrow from the quiver and fires as with Archery 4 (and Perception 0). The Bowman is very fast



and can fire twice per round (once in each missile phase). These shots have +5 to Attack and do +10 Damage, and the shots can be at different targets.

The quiver normally contains a dozen arrows, but these are never used. The ivory grip of the bow creates arrows for the statue to fire.

The statue is magically protected from rot, metal weapons, and fire. For the purposes of attacks against it, the Bowman has a Soak of +15 (+25 versus metal weapons, +35 versus fire), and can sustain three Body levels of damage (OK, 0, 0, Incap.).

Most of the movements of the Bowman are mechanical, powered by a magically-wound spring. The only magic involved in its firing is in acquiring targets and turning toward them. All the movements involved in shooting the arrows are performed mechani-

cally. This means that magical study alone will not discover how this artifact works.

Drennus' Bowman was created by a magus of House Verditius who used to be a member of Semita Errabunda. He created the Bowman to defend his sanctum, and shortly afterward moved his sanctum to pursue a very dangerous project. A few years later he appeared in his covenant's infirmary, burned, bloody, and suffering from Wizard's Twilight. He never recovered, and passed into Final Twilight. It is thought that a precautionary spell returned him to the covenant when his project went wrong, but where he came from is unknown. The Bowman may still be guarding his laboratory.

In metal spring: *wind spring* (ReTe 5; R: Per, D: Diam, T: Ind; unlimited uses)

In ivory bow grip: *create arrows* (CrHe[Te] 5; R: Touch, D: Diam, T: Small; unlimited uses)

In statue: *ward versus metal weapons* (ReTe 40; R: Per, D: Perm, T: Ind), *Ward versus Heat and Flames* (ReIg 40; R: Per, D: Perm; T: Ind), *Protection from rot* (CrHe 20; R: Per, D: Perm, T: Ind), *Detect animal target* (InAn 5; R: Far, D: Conc; T: Ind; maintains concentration), *Detect human target* (InCo 5; R: Far, D: Conc; T: Ind; maintains concentration), *Turn statue* (ReHe 10; R: Per, D: Conc, T: Ind; maintains concentration), *Archery skill 4* (see "Magic Items with Abilities" on page 100)



The Enameled Horse

The Enameled Horse appears to be a life-size statue of a horse, fashioned from metal and enameled in black. Its limbs are jointed, although they cannot be moved unless the horse is active. It has a mane and tail molded on its body. The workmanship is of very high quality, and the horse would be valuable just as a statue.

When saddled up and fixed with a bridle, the horse becomes active, and animates as soon as a rider mounts. While animated, the horse behaves as a normal horse, except that it is completely tireless and does not refuse

being ridden by a magus. It responds to common riding cues as if it were an exceptionally well-trained war horse (+1 to all Ride rolls). The horse can slow its own speed based on terrain, but refuses to enter hazardous territory unless strongly encouraged.

The origin of the Enameled Horse is unknown. Its appearance was first recorded in A.D. 1017, seen in the court of a noble of Baghdad. It was his most prized treasure, but when he fell from favor it disappeared for a while. It was purchased as a statue by the Covenant of Van in 1036 and information concerning it was recorded in the covenant's library. However, Jukolus of House Jerbiton rode it on one of his expeditions into the mundane world, and lost it when he was forced to use spells to escape danger. The Horse was presumed destroyed, but various rumors suggest that presumption may have been hasty.

Eyes of Treacherous Terrain (InTe 20; R: Sight, D: Mom, T: Bound), *Animate statue* (ReTe[An] 20; R: Per, D: Conc, T: Ind)

Eyes of Faerie Sight

These bright green, glass marbles are found as a pair. They seem to glow softly when held in darkness.

Anyone who stares at the baubles immediately realizes their most obvious power. They offer glimpses into beautiful, surreal landscapes where beautiful people and animals frolic in harmony. The marbles actually offer glimpses into Arcadia. Watching these visions over the period of a season offers the observer the +1 Hermetic Virtue Faerie Magic, and the Talent Faerie Magic 1. For those who have Faerie Magic already, the visions are effectively a summa on Faerie Magic (see ArM4 page 188) of level 10 and Quality 11. Devoting a second season to studying the marbles effectively gives the viewer the +2 Hermetic Virtue Student of Faerie.

Although these eyes can be looked at, they are meant to be looked through. When

placed into empty eye sockets, the eyes come alive, taking on the appearance of cat's eyes. The wearer can see and acquires the +1 Virtue Faerie Sight (see page 64) and the -1 Flaw Cursed (appears fay). With these faerie eyes the wearer also receives a +5 bonus to enter, leave, and recognize faerie regiones and auras.

These eyes were once sacrificed by a faerie cat that encountered and felt sorrow for a blind traveler. The traveler had stumbled into a faerie regio, close to Arcadia. With the eyes in place, the man found his way clear of the regio, but was later murdered by a magus of Flambeau who recognized the magic in the man's eyes.

Faerie Mirror

This six foot high, two foot wide, beautifully framed mirror casts reflections of things





as faeries would value them. That is, the viewer sees things faeries would value in an equivalent form valued by mortal society. For example, a bucket of roses would appear to be a bucket of rubies, or gold as garbage. Such an effect allows the viewer to better understand and negotiate with faeries. A season spent studying reflections in the mirror gives the viewer two experience points in the Faerie Lore Ability. No further knowledge of faeries can come from the mirror; further experience must come from the field.

Reflections in the mirror also penetrate faerie illusions. Thus, a basket of gold coins provided by faeries is revealed to be a basket of golden leaves. Faeries projecting illusions to disguise themselves are also shown for what they really are. Indeed, some faeries may be repulsed by their image in the mirror, being exposed for their true selves.

It is rumored that at certain times of the year, a faerie mirror can be used as a gateway into faerie regiones and even Arcadia. This mirror was created by a magus of Merinita, aided by his skill in Faerie Magic (see the Faerie Magic chapter).

Cast image of faerie value (CrIm[In] 10; R: Near, D: Conc, T: Ind; maintains concentration, unlimited uses), *Pierce faerie illusion* (PeIm 30, penetration 36; R: Near, D: Conc, T: Ind; maintains concentration, unlimited uses)

Flask of Aquarius

This is a leather wineskin that has been made with colorful stitching. When the command word is given, the wineskin fills with water; this effect may be used up to three times a day. This item was created as a lesser enchanted device, and only required one pawn of vis total to create. The wineskin is often given to expeditions heading out from the covenant to provide them with a ready supply of pure water.

Fill skin with water (CrAq 5; R: Per, D: Moon, T: Small)

Girdle of Atlas

This lightly worked leather belt contains a variant of *The Unseen Porter* that works at Touch range. The effect is activated by wearing the belt and flexing one's arms, and the effect remains active so long as the belt is worn. The Girdle was created by the magi at Hnchak Covenant to help improve the covenant's fortifications. The servants appreciated that wearing the belt allowed them to haul large stones almost effortlessly. The belt is a lesser enchanted device, and only required one pawn of vis to enchant.

The Unseen Porter (ReTe 5; R: Touch, D: Conc, T: Ind)

The Great Book of Infinite Perception

Bartolomé, member of the Covenant of Woodward, is a Criamon who seeks the answer to the Enigma in books. He believes books are the only thing in the mortal realm that can contain knowledge, and with knowledge comes wisdom. Vincente, his parents, commonly said, "Books are the absolute source of knowledge, more resistant to time than humans, less fallible than human memory, and above all, less boring than human speech." This statement was probably inspiration for Bartolomé's creation.

The Great Book of Infinite Perception is a large tome with 32 silver pages and a hard leather cover that has a padlock. The key to the padlock has a stylus on the other end, which serves to engrave in the book, either to invest or activate powers. Each page has a power, and each page may only be used once per day. However, all powers are repeated over separate pages, allowing the powers themselves to be used multiple times a day. With each new day, the pages of the book are blank again, their powers to be used once more.

Twenty of the book's 32 pages, and its two covers, are currently invested with powers. Each of the books' pages has been opened for enchantment, at six pawns of Vim vis each, so there may be room for more than one power on some pages. To activate a power, Bartolomé need only open to the appropriate page and work the book's stylus (and key) over the page. The book's powers are as follows:

The Inexorable Search (InCo 25; R: Arc, D: Conc, T: Ind): A user tracing a map of a region and holding an arcane connection to something allows the person to locate the object of the search on the map drawn. The book maintains concentration. The power is invested into four different pages.

The Ear for Distance Voice (InIm 20; R: Arc, D: Conc, T: Ind): The user's hand traces the words of a conversation he "hears" in another location. An arcane connection is required to the place or someone in it. All speech is written in the language spoken, whether understood by the scribe or not. Non-speaking noises generate a symbol that indicates a generic noise, but if the user wants to identify the source, he can concentrate on it and nothing else, then draw the object or thing that makes the noise. The book maintains concentration, and the range may be extended with raw vis used in the field. The power is invested into two different pages.

Summon the Distance Image (InIm 25; R: Arc, D: Conc, T: Ind): The user draws what can be seen at some distant place, to which the user must have an arcane connection. The image is devoid of sound and animation. The book maintains concentration, and the range may be extended with raw vis in the field. The power is invested into six different pages.

Posing the Silent Question (InMe 20; R: Eye/Sight, D: Mom, T: Ind): The user looks at a person and scribes a question of his choosing, then immediately scribes the answer. Range may be extended with raw vis used in the field. This power is invested into six pages.

Thoughts Within Babble (InMe 25; R: Touch, D: Conc, T: Ind): The user writes a

word or sentence in an unknown language, then is able to scribe it in a language that is known. The book maintains concentration. This power is invested into two pages.

Image from the Wizard Torn (ReIm[In] 35; R: Touch, D: Conc, T: Ind): When the user closes the book and turns it horizontally, an image of the user separates from his body and acts at his command, though this requires concentration. If the user does not wish to use this power, the book must be kept vertical. This power is invested into each cover of the book. To use the power twice in the same day, the book must be flipped over and then turned.

For each power where the user scribes an answer or response, it is assumed that he does not resist having his hand (and the stylus) moved by the book. If the user resists, he may roll magic resistance against a Rego Corpus effect of level 20. The user must be able to read and write to use the book's powers, but they are otherwise unrestricted.



The Imprisoned Sea

Compelling faerie powers are imbued into this conch shell. The shell is about a foot long, with beautiful, bright patterns on its exterior. If placed next to one's ear, a listener can clearly hear the ocean. Those who listen for more than a few minutes become enamored with the sea, and take to listening to the conch shell whenever the opportunity arises. A Personality Trait, Loves the Sea +3, develops.

Eventually the listener becomes so entranced by the sea that unless he makes an Intelligence stress roll of 9+, modified by Personality Traits that encourage or deny sound thinking, he seeks out the sea, no matter how far away. Once there he is compelled to swim out to his death, and will unless physically restrained. If the Intelligence roll is botched, the victim satisfies his urge by plunging into the nearest body of water, be it a lake, pond, or well.



If the victim is physically restrained at any time, he becomes listless and longs for the sea. To perform any action that does not take him closer to the sea requires a Concentration roll, modified by -3 for his Loves the Sea trait.

The victim cannot recover his own personality until allowed to attempt suicide in the sea. Powerful magic will also free the victim's mind.

The shell is a faerie creation, used to lure mortals to the sea and their eventual deaths. It is intended as revenge upon those mortals who sail the seas and attack sea faeries when they encounter them.

Entrance listener (ReMe 40)



Krenos' Iron Spear

A length of black iron, tipped with a diamond-shaped head nearly two feet long, this spear appears primitive but effective. If raised in battle in any wilderness place, the spear crackles with electricity; small shafts of lightning run up and down its length. The spear seems to seek targets on its own, and most mortals struck fall.

The spear has the following statistics: Initiative $+10$, Attack Bonus $+7$, Defense Bonus $+2$, Weapon Damage $+12$, Required Strength 0 , Load 0 , Space 3 , and Effective Range Close.

Rumor has it that the spear is in the hands of a group of rogue magi, who are holed up in a primal Hibernian forest. The renegades are supposedly led by one Krenos, a so-called pagan demigod of primeval power.

Strike opponents (ReTe 20; R: Far, D: Mom, T: Ind), appearance of lightning (CrIm 5, penetration 28; R: Touch, D: Mom, T: Small; unlimited uses)

Lash of Saint Marcus

The Lash of Saint Marcus is an unremarkable, worn leather whip with three thongs. It belonged to Saint Marcus of the Holy Roman Empire, who spread the word of God by torturing sinners, using pain to inspire them to repent. He was known to torture himself as well; several tales tell of him walking about, lashing his bare back.

The relic has one Faith Point (see ArM4, page 244). When used to strike sinners it causes damage and pain beyond its physical measure. The lash has the following statistics: Initiative $+2$, Attack $+2$, Defense $+0$, Damage $+4$, Required Strength -2 , Load 0 , Space 3 , and Effective Range Reach.

When it successfully strikes people currently under the shadow of sin, it causes immense pain, such that any subsequent actions require a Concentration roll of $6+$ to accomplish. For infernally tainted victims,

the Concentration ease factor is 9. This pain persists until the victim genuinely repents any sins; until then, Concentration rolls must continue. The lash is unremarkable, but an Intelligence + Church Lore roll of 15+ identifies its nature once its powers are demonstrated.

The lash may only be wielded by someone of complete purity, such as someone coming straight from mass or with True Faith. Any time anyone else tries to use the lash to strike another, the sinner strikes himself instead, suffering all the normal consequences of the lash.

Inflict pain (PeCo 15, penetration 40)

Mail of Saatha

The Mail of Saatha is a shining chain mail hauberk. The suit appears extraordinary even to the untrained eye. No ring is dented or split, and not a speck of rust mars its perfection. Lightweight and durable, it is a prize to any warrior.

The suit's enchantments offer incredible resistance to both magical and mundane weapons, as well as unusual protection from the fires of battle. All these powers make it a much-valued artifact, but its most potent function is hidden from even the most meticulous magical investigations.

Centuries ago, a great pagan warrior named Saatha walked the land. It was said that no mortal warrior could match his prowess in combat. As with all mortals he became aged, and also became a high standing priest to his gods, who exalted in the warrior's strength and skill. Looking down on their devoted subject, these Old Ones decided to spare such a great hero from the ravages of time. They fashioned a suit of mail, and placed Saatha's spirit within so that he might live forever, in a fashion.

Saatha's essence will gradually take hold of the mail's wearer with every battle in which he participates. After each battle in which the armor is worn, the character makes simple rolls for each Characteristic, one at a

time, against an ease factor of 7. For each roll that fails, that Characteristic shifts one point toward the following: Intelligence 0, Perception +1, Strength +5, Stamina +5, Presence +1, Communication -2, Dexterity +3, and Quickness +2. The shift may be positive or negative depending on the character's original score. Once a Characteristic reaches the set number, no further checks for that trait are required.

Furthermore, the wearer must make simple rolls for each Personality Trait against an ease factor of 7. Again, the existing traits modify the roll. If failed they each shift one place toward zero, except for the Personality Traits Brave, Violent, and Aggressive, which all shift toward +5. Once a Trait has reached zero, the character no longer exhibits that tendency. If the Brave, Violent, and Aggressive Personality Traits are not possessed, they start at zero and increase until they reach +5.

Once all Characteristics and Personality Traits reach the set numbers, the former personality of the wearer is completely erased. In nearly all respects he or she becomes Saatha, the perfect warrior, violent in the extreme.

Removing the armor after battle does not undo changes imposed upon the wearer. The owner also tends to oppose selling or surrendering the armor, and resists any attempt to steal it. To determine whether the character can or cannot give it up, make a comparison simple roll between the highest rated of Brave, Violent, or Aggressive and one of the character's remaining Personality Traits that involves giving up the armor.

In game terms, the armor has Load -3, and provides Protection 20 against mundane and magical weapons (15 versus fire damage, magical or mundane).

Resist normal metal weapons (ReTe 20), *Resist magical weapons* (ReVi 20), *resist heat and fire* (ReIg 20), *transform wearer* (MuMe[Co] 30, penetration 70)





Maris' Golden Compass

The golden compass is of perfect size to rest in the palm of the hand. It is not made of solid gold, but ivory, with a golden dial and needle. Around the outside of the dial are several pictures engraved in the gold, each with a small hole. Attached to the outside of the dial by a fine gold chain is a gold pin that fits into the holes. The pin is used to select the desired function of the compass.

There are four images evenly spaced around the dial, each corresponding to a function. The first is an elaborate "A." When the pin is in this hole, the needle (like most medieval compasses) points south (Latin *australis*). Continuing clockwise around the dial, there are pictures of a mountain, a fountain, and a ship. The mountain indicates the direction of the nearest dry land, the fountain, the nearest fresh water, and the ship, the nearest ship.

Maris was a Jerbiton Magus of Semita Errabunda who was fascinated by ocean voyages. She created the Golden Compass to help her avoid getting lost at sea, and to help her find her way in unknown waters. She took the compass with her on her last voyage, when she sailed west into the Atlantic. She never returned.

The needle was opened for enchantment with eight pawns of Vim vis, and was completely filled by the five effects within.

Point needle (ReTe 5; R: Per, D: Conc, T: Small; unlimited uses), *Find south* (InTe 25; R: Sight, D: Mom, T: Spec; unlimited uses), *Find fresh water* (InAq 15; R: Sight, D: Mom, T: Spec; unlimited uses), *Find nearest ship* (InHe 40; R: Sight, D: Mom, T: Spec; unlimited uses), *Find land* (InTe 20; R: Sight, D: Mom, T: Spec; unlimited uses)

Mask of Hate

This plain mask is painted white and made of fired clay. There are no marks of any kind on it, though it can easily be marked if

desired. Hermetic scholars call this item the Mask of Hate, which is believed to date back to the days of ancient Egypt.

The mask has a few powers and one major side effect. The first power allows the wearer to assume the appearance and physical form of the being the wearer hates most. The wearer usually knows who this person is, but sometimes people's emotions can be confused. The power does not allow the wearer to imitate anyone else.

The wearer assumes the physical appearance and all the physical capabilities of the mimicked subject, including physical Characteristics and body features. (Physical Characteristics include Strength, Stamina, Dexterity, and Quickness.) Mental capabilities and learned skills, including Weapon Skills, are not copied. Physical Virtues and Flaws are acquired and apply fully to the mask's wearer. Any physical Virtues and Flaws normally possessed by the wearer are lost while the mask is on.

The mask's second power gives the wearer knowledge of where and how far away the hated target is at all times. This sense comes intuitively, and is measured in terms of "miles away," or "the next room."

The third power allows the wearer to more easily harm the hated subject, but only when that person's appearance is assumed. The wearer gets a +5 bonus to Attack rolls, including Certámen, and a +15 bonus to Penetration.

The mask's final power allows the wearer to open a magical connection to the target as if casting *Opening the Intangible Tunnel* at level 60. As with the spell, if the target becomes aware of the connection, he may cast spells back at the wearer. This power may only be used during a full moon, and requires an arcane connection to the target. The arcane connection is consumed by the use of this power.

The mask has one side effect: every time any of its powers are used, the wearer changes slightly to resemble the hated subject. The change begins with personality. The wearer makes simple Personality Trait rolls against an ease factor of 9. A failed roll for a given

Trait means that it moves one point closer to zero. Once all original Traits reach zero, the wearer begins acquiring the Personality Traits of the subject, one point per use of the mask, until the subject's full Personality Trait scores are reached. If the wearer and subject have similar Personality Traits, they do not go to zero and return, but instead shift from the wearer's original score to the subject's. They automatically adjust by one point toward the subject's score each time the mask is used.

Once all Personality Traits are fully adjusted, then the wearer's Strength, Stamina, Dexterity, Quickness, and Presence are each automatically adjusted by one point each time the mask is activated. Characteristics are adjusted to match the hated subject's, which can mean a positive or negative change. The wearer will also begin to look like the subject, although gender does not change.

Each of these changes remains after the mask is removed, when the wearer should revert to normal appearance and temperament. A Per + Folk Ken roll of 9+ allows the wearer or those around him to sense the changes being brought on by the mask. The mask's effects are obvious to anyone once Characteristic changes begin. Reverting personality and physical changes require potent magic, probably Ritual spells. The mask's side effect is likely due to an Infernal taint upon it.

Assume another's appearance (MuCo 20), *Know distance to subject* (InCo 20), *Damage subject* (PeCo[Vi] 20), *Open the Intangible Tunnel* (ReVi 60), *Personality change* (MuMe 40), *Appearance Change* (MuCo 40)

Menacra's Crystals of Clarity

This item has a pair of cut and polished quartz crystals mounted in a gold frame. This frame can be worn on the head, but it is more comfortable to mount it in some way on a lab stand. Looking through the lenses grants the magus the use of *Sight of the Active Magics* and

Sense the Nature of Vis up to 24 times per day each.

Menacra, a Bonisagus maga of Semita Errabunda, spent nearly all her time in study. She created the glasses to make some of her most frequently used spells more easily available, without the risks involved in casting them in the lab. The crystals required six pawns of Vim vis to prepare for enchantment, and are filled by these two effects.

Sight of the Active Magics (InVi 40; R: Near, D: Conc, T: Ind), *Sense the Nature of Vis* (InVi 5; R: Near, D: Conc, T: Small)

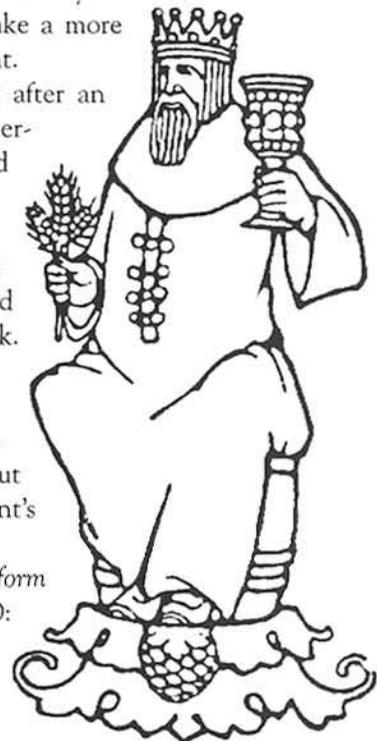
Norticus' Goblet

The Goblet appears to be a normal drinking vessel made of solid silver. The inside is finely polished, the outside decorated with abstract designs.

The goblet's main effect is to turn any liquid within into its most potent form. Thus, if filled with wine, the wine intoxicates with a single sip. Weak poisons affect the imbiber like a *Clenching Grasp of the Crushed Heart* (PeCo 40). Mild healing potions become more powerful, and so on. Raw vis may be added to a cup's contents to make a more powerful healing effect permanent.

Norticus created this goblet after an attempted betrayal by one of his servants. He said the cup would insure that anything he drank did its job properly. He eventually caught up with the servant who sought to betray him, and offered the traitor a poisoned drink. The servant knew the drink was poisoned, but was confident in his own charm against poison. Alas, the charm had no effect, but Norticus had to flee the servant's allies, and left the goblet behind.

Change liquid into more potent form (MuAq[In,Vi] 35; R: Touch, D: Perm, T: Small)





Occultes' Lab Text

This appears to be an ordinary lab text, with vellum pages and a leather cover. However, the book has been enchanted to survive the hardships laboratory use. To protect against various laboratory hazards, the book has been enchanted to resist decay as well as water and fire damage. The book can be damaged by ink spills, however, as Occultes wanted to be able to make marginal comments if needed. The book required four pawns of Vim vis to prepare, and is filled by the three instilled effects.

Resist decay (CrAn 20; R: Per, D: Perm, T: Small), *Resist water damage* (ReAq 15; R: Per, D: Perm, T: Small), *Resist fire damage* (ReIg 35; R: Per, D: Perm, T: Small)

Scribe's Quill

This useful artifact is thought to have a long history, dating back to a time before the Order itself. It was supposedly created by an unknown sorcerer to help copy tomes in the Great Library of Alexandria. The Quill was made from the feather of a peacock, and was recently rediscovered by a magus in the Levant.

The Quill's main effect is to aid in the translation of texts. This includes translating from one language to another, but also for rewording texts so that they are more easily comprehended by the copyist. This translation effect may be activated up to three times each day, but the scribe must concentrate on the task at hand, or the effect wears off.

Ease translation (CrMe 20; R: Touch, D: Conc, T: Ind)



Shattered Servant

This item is found as a large wooden box full of roughly one hundred small carved pieces of pine wood. Neither the box nor the pieces are remarkable; however, any character making an Int + Craft—Woodworking roll of 9+ realizes the wooden pieces form a very complicated, three-dimensional puzzle.

Putting the puzzle together is a significant task, requiring Intelligence rolls for each day of effort. For each point in the roll over 10, one point is accumulated toward finishing the puzzle. The puzzle is completed once 10 points are accumulated. Work on the puzzle need not be performed over consecutive days. The project can be pursued in spare moments, but a magus must be sure not to devote too much time to the effort or it will affect his lab activities.

Once assembled, the puzzle forms the figure of a small (Size -3) cat, which animates and serves the one who completes of the puzzle until the next full moon. The cat formed acts like a normal cat, although it can sense magic by smell. On the dawn following that

night, the cat collapses back into its component parts. The puzzle may be reassembled, but the shapes change, forming a new puzzle.

This magic item was devised by Albrecht of Verditius, whose primary rival was a Criamon within his covenant. The two constantly squabbled over resources at the covenant. Finally, Albrecht decided to get even by creating this item, which so distracted the Criamon that Albrecht was able to secure the resources he wanted.

Animate cat (ReHe 20; R: Per, D: Moon, T: Small), *Smell magic* (InVi 30; R: Near, D: Conc, T: Small)

Soupstone

This item, a small, undistinguished rock, was inspired by local folk tales about “stone soup.” Redcaps who carry them will always be able to make meals in a pinch. When put into a pot of boiling water, the stone turns the water into vegetable soup. The soup is filling but not sustaining unless raw vis is expended in the field. The exact blend of vegetables in the soup may depend on the type of stone used. The rock requires three pawns of vis to open for enchantment, but only two to enchant. More powerful magi, with a Muto Aquam Lab Total of 26 or higher, could create this item as a lesser enchanted device.

Create soup (MuAq[He] 10; R: Touch, D: Sun/Inst, T: Ind)

Staff of Glory

This mysterious item was created by Mavoleus of House Tylalus in the late 10th century. Mavoleus’ parents, Tempestutus, was one of the magi executed in House Tylalus’ diabolism scandal. Among Tempestutus’ crimes were the murder of two of his sodales. Mavoleus cut the murderous right hand from his master’s dead body and made it into a Hand of Glory. He then cast rituals upon it to preserve its decay, and encased it in silver.

This he then enchanted it as a talisman and instilled it with nightmarish powers, which he used in his unsuccessful bid to become Primus of his House.

The Staff of Glory appears to have a life-size silver hand attached to an otherwise ordinary iron rod. The staff has been imbued with several spell effects. *Weight of a Thousand Hells* may be used six times a day, and *Hands of Grasping Earth* twelve times. *Grip of the Choking Hand* has unlimited uses.

Use of the staff has its price. Anyone wielding it in pursuit of selfish ends or of power becomes affected by Mavoleus’ craving for power. The bearer acquires the Personality Trait “Lust for Power” that gradually increases in strength until it dominates the personality. This Trait will eventually subside once the staff is abandoned.

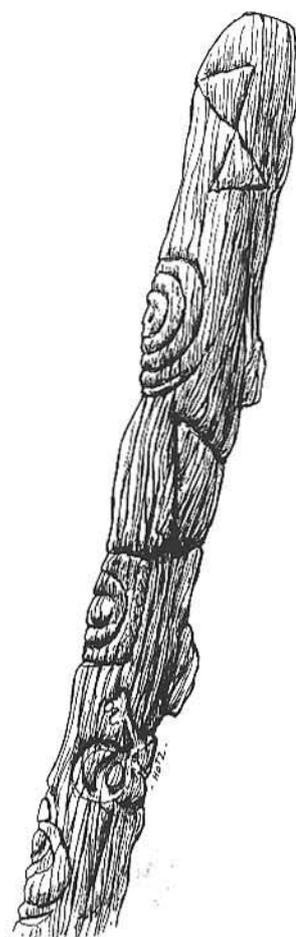
Grip of the Choking Hand (PeCo 15; R: Near, D: Conc, T: Ind), *Weight of a Thousand Hells* (CrMe 25; R: Eye, D: Moon, T: Ind), *Hands of Grasping Earth* (ReTe 15; R: Near, D: Sun, T: Spec)

Staff of Moses

The Staff of Moses is not that of the Biblical patriarch, but an attempt on the part of some magi to prove that Hermetic magic rivals the Divine. According to the Bible, Moses touched rock with his staff and water issued forth. The staff is invested with the power to draw forth water from the earth. The spring thus created lasts for a month’s time unless made permanent with vis.

Whether the creation of this staff is proof of Hermetic magic’s equal stature is questionable. However, it is believed that after several misunderstandings based on the staff’s name, the staff is now held by a monastery.

Create spring (CrAq 25; R: Touch, D: Moon/Perm, T: Small; one use per day)





Staff of Yew

Said to have been crafted from the World Tree by the Norse god Loki, this twisted shaft of wood is just over six feet long, with a smooth, glossy polish from years of handling. No runes adorn the shaft, no flaw mars its surface. It seems an ordinary walking staff at first glance, although magical investigation will reveal its powers.

While held, the wielder gains a +5 bonus to any spell casting roll. Targets of these spells suffer a -2 penalty and an extra botch die on their natural resistance rolls. This bonus can be doubled to +10 for a single spell, but doing so renders the staff powerless until the next sunrise. In this case, natural resistance rolls are made at -4 penalty and with two extra botch dice. If the wielder of the staff is attacked by hostile magic, he receives a magic resistance of +14, which is incompatible with the *Parma Magica*. These two bonuses are constant and do not require activation or concentration to use.

The staff itself is nearly indestructible. Neither mundane nor magical weapons affect it, and any spells cast on it must first bypass the wielder's magic resistance and then beat the staff's resistance score of +73. It is said that a horrible curse will befall whoever breaks the staff.

Hermetic magi believe that this item is highly coveted by the Order of Odin, which may go to great lengths to recover it. Note that this item is definitely non-Hermetic in origin.

Magic resistance (ReVi 73), *Confers magic resistance* (ReVi 14), *Aids casting magic* (MuVi 75), *Indestructible* (CrHe 68)

Sword of Justice

The Sword of Justice is a broadsword without a point; the end of the blade is cut square. The workmanship is very good, if plain — there are no carvings on the grip and the pommel is simple steel. The sword may be

sheathed in a scabbard, although there is no particular scabbard associated with it.

It is impossible to damage anything with the sword. The metal does not hold an edge, and any attempt to hit something with the sword is magically deflected. However, anyone carrying the sword, either in hand or in a scabbard, has a permanent *Aura of Rightful Authority*. He can also cast *Sight of the Transparent Motive* (up to six times a day) by pointing the sword at someone, and anyone answering questions while touching the blade of the sword is under the influence of *Frosty Breath of the Spoken Lie* (up to six times a day). The possessor is also under the effect of a permanent *Thoughts Within Babble* spell, and may cast *Peer into the Mortal Mind* once per day by resting the end of the sword on the target's forehead.

The Sword of Justice is Hermetic in origin, although its creator is unknown. It is suspected that the creator was of House Guernicus, but there is no firm evidence. The sword required 15 pawns of *Vim vis* to prepare for enchantment, and is completely filled by the instilled effects.

Prevent damage (ReTe 10; R: Per, D: Conc, T: Ind; unlimited uses), *Aura of Rightful Authority* (ReMe 15; R: Touch, D: Conc, T: Spec; maintains concentration), *Sight of the Transparent Motive* (InMe 10; R: Eye, D: Mom, T: Ind), *Frosty Breath of the Spoken Lie* (InMe 20; R: Touch, D: Conc, T: Ind), *Thoughts within Babble* (InMe 30; R: Touch, D: Conc, T: Group; maintains concentration), *Peer into the Mortal Mind* (InMe 30; R: Touch, D: Mom, T: Ind)

Tablet of Recorded Word

This item is a fired clay tablet, one foot square. The tablet has only one power: displaying the last word said within earshot of it. Whenever a new word is uttered, the tablet displays the new word, no matter who says it. All words are scribed in Latin, and the tablet makes literal translations from other languages.

The tablet is actually a lab project gone wrong, and was discarded by its creator. Creative and clever magi may yet find uses for it, for example, to assist teaching the Scribe Latin Ability.

Comprehend word (InMe 25; R: Per, D: Mom, T: Group), *Write word* (MuTe 5; R: Per, D: Sun, T: Small; unlimited uses)

Uth Veran

Also known as Witchbane and Herrod's Blade, this broadsword was forged centuries before the Order of Hermes was founded. Rumors of it have circulated for years, but many believe it has fallen away from mortal hands. Outwardly, the sword supposedly appears as a sturdy but well-used broadsword of archaic design.

The blade can cut through magical protections as if they did not exist. The sword essentially ignores wards against metal and other protections that would deny an attack from a normal sword. It can also cancel any magical effect it contacts by beating the level of the spell on a stress die + 20. The sword itself has a magic resistance of +70, and confers a +35 magic resistance on its wielder. This conferred benefit is incompatible with the Parma Magica or inherent magic resistance.

Slice through spells (PeVi 70)

Vrenius' Mask

Vrenius was a follower of Flambeau in the 11th century, and specialized in the Art of Perdo. As his powers grew, his obsession with the decay of all things became overwhelming. Paradoxically, he had an immense fear of his own body's decay, especially losing his youthful good looks.

However, Vrenius' features were horribly marred when one of his Perdo Corpus experiments went awry. Vrenius created a mask to hide his hideous visage and restore his previ-

ous appearance. He also granted the mask the ability to appear mirrored. Those trying to make eye contact with the wearer of the mask must make a simple Intelligence roll of 6+ to avoid catching their own gaze in the mask's mirror. Spells that require eye contact affect the caster instead of the mask-wearing target.

Restore appearance (MuIm 15; R: Touch, D: Sun, T: Small; unlimited uses), *Make mirrored surface* (MuIm 20; R: Touch, D: Conc, T: Small; unlimited uses)

The Wizard's Black Candle

This lesser device is a small, black candle. When lit, the candle radiates sufficient darkness and cold to eliminate the effect of one ordinary candle. The candle consumes its wax normally. This effect requires one pawn of vis to instill.

Negate warmth and light (PeIg 5; R: Per, D: Sun, T: Room)





Chapter 10

Books and Manuscripts

Expanded Book Rules

This section describes several new types of books from which magi may study. The rules presented add to the rules for studying from books presented on pages 188-190 of ArM4. They are written on the assumption that experience points are being used for Arts, and do not adapt in any easy fashion to other circumstances.

The following new types of books illustrate the medieval tendency to regard all truth as being hidden in the work of predecessors, and merely needing to be drawn out. Thus, they tend to be better than the original compositions described in the main rules. However, they cannot exist without the previous existence of those compositions. One

aim of these rules is to encourage characters to write glosses and commentaries on the books in their libraries. The typical medieval library consisted of a few original treatises and authorities, and many commentaries on these and other works.

Authorities

Authorities are the works on which the study of a subject is based. The Authorities (or auctores) for the Academic Knowledges are listed in ArM4, pages 57-58. Authorities also exist for the Arcane Knowledges, and the Arts. An Authority is, in broad terms, infallible and comprehensive. It may be difficult to understand, and may even appear to contain falsehoods, but with proper interpretation, all the necessary truth can be gleaned from its pages.

An Authority has a Quality of -5, but may be studied any number of times, independently of a reader's current score in the subject. The subtraction from the Study Total reflects the fact that most Authorities are very hard to understand, and possibly even slightly misleading. The fact that they may be studied any number of times reflects their inexhaustibility. Each season the Authority is studied, the student generates a Study Total of Intelligence + Concentration + Quality.

Writing an Authority is almost unheard of — almost, but not quite. Any Authorities scribed by players should be scrutinized care-

Study Totals

It is implicit in the fourth edition rules for books that any Study Total generated by studying a book is worth a number of experience points in an Art equal to the Study Total, or a number of experience points in a Knowledge equal to the Study Total ÷ 5 (rounded up). It is also implied that one season spent reading any book cannot result in the reader gaining more than three levels in an Art or Knowledge. Any excess experience points are always wasted. These assumptions about Study Totals apply to all Study Totals mentioned in this book as well.

fully by storyguides. As a suggestion, a character should only be allowed to write an Authority if he finds a new field of study in the course of the saga — an Extraordinary or Breakthrough discovery, for example (see “Original Research” on page 84).

Glosses

Glosses are not really a type of book. Rather, they are notes in the margins of another text clarifying certain points or making comments. They generally improve the quality of the glossed text. Strictly speaking, these are medieval literal glosses: glosses on the words. There were other types of glosses, but these are classed with commentaries, below, for game purposes.

An author may not gloss his own texts. He may gloss any other text that he has spent at least a season studying, whether or not he could write the text from scratch. It takes one season to gloss the text, and the Quality of the text is altered based on the standard formula for that sort of book and the glossator's Communication + Scribe. That is, a glossed summa has a new Quality of the glossator's Communication + Scribe + 3, a glossed liber quaestionum has a new Quality of the glossator's Communication + Scribe + 6, and so on. It is not possible to gloss Authorities or tractati. Commentaries (see below) may be glossed.

One consideration for glossed texts is the space available in the margins. A glossed book will probably be rather cramped, and if



the book was filled with illumination in the first place, it may be necessary to make a new copy before a gloss can be prepared.

Commentaries

Commentaries are books which clarify or expand on the meanings of other books. Unlike glosses, which are concerned mainly with obscurities of expression, commentaries note further arguments that could have been used on one side or the other, or quote further authorities in support of a position.

Commentaries on good texts are the most cost-effective way of building a library. Thus, many covenant libraries consist of a handful of high Quality summae, and many commentaries on them, together with a few commented libri quaestionum for the lower levels, and commented tractatus for spells. This accurately reflects medieval practice.

In the Order, it would not be unusual for a work to be commented upon while its author was still living, although this was rare in mundane scholarship. In this case, the original author might want to respond to the comments, especially if he disagrees with their tone. Bear in mind that the authors of ordinary texts are not authorities, and that the commentator may devote himself to pointing out the many flaws and errors of approach in the original text. Long-running magical feuds could be started by such commentaries.

The rules for commentaries depend on the sort of book being commented upon. In all cases, no author may write commentaries on his own work, and may only write one commentary on any given text, with the exception of Authorities.

Authorities

Commentaries are frequently written on Authorities. These, however, constitute the summae, libri quaestionum, and tractatus of the fourth edition rules, and so no further





details are necessary. That is, a standard summa may be called a Commentary on Aristotle's Physics, but it still follows the rules for summae, and may be commented itself according to the rules below. This did happen: Averroes's commentaries on Aristotle were themselves commented on by the Scholastics.

Summae

A commentary on a summa forms a separate work which is studied by itself (although the original text may be required for reference). An author may write a commentary on a summa which he has studied for at least a season, as long as his score in the subject of the summa is at least equal to the score of the summa. Scribing the commentary takes a season, and the resulting text has a Quality equal to the author's Communication + Scribe, or the Quality of the summa, whichever is lower. It is not possible to study this commentary unless a copy of the summa is available. If the author spends an additional season writing the commentary (for a total of two seasons) he may include enough quotes from the summa that a copy of the full text is not necessary for studying the commentary.

The commentary may be studied by anyone, irrespective of whether he has studied the summa in question, and irrespective of his current score in the subject. This study takes

a single season. A student may study any number of different commentaries on the same summa, and benefit in the usual way each time. For studying a commentary for a season, the student generates a Study Total of Intelligence + Concentration + Quality.

Libri Quaestionum

Commentaries on libri quaestionum are designed to be studied with the original work, expanding on its questions and taking them in new directions. They are useless without a copy of the original text.

An author may write a commentary on any liber quaestionum that he has studied for at least a season, even if he could not write the original text. The commentary takes a season to write, and has a Quality of Communication + Scribe + 6, or the Quality of the original liber quaestionum, whichever is lower.

It takes two seasons to study a liber quaestionum and its commentary, and these seasons must be consecutive. The gain is at the end of the second season, when the student generates a Study Total for the liber quaestionum and for the commentary, treating the commentary as a liber quaestionum of the same level as the main text. It is not possible to use more than one commentary on such a text. The limit of three levels in a season still applies, but since it takes two seasons to complete the study the student may gain up to six levels.

It is possible to study more than one commentary on the same liber quaestionum. The second commentary must be studied according to the rules given above, but the student only benefits from study of the commentary. Since his score in the subject of the book will probably exceed the target of the text by a substantial amount, this is unlikely to be worthwhile.

For example, Marcus has a Vim score of 6 (with no experience towards the next level) and an Int + Concentration total of 6. He studies a liber quaestionum on Vim with a target of 6 and a Quality of 10, and a com-

Point Costs

The point costs presented below are for covenant creation purposes, and add to the rules on page 210 of ArM4. Glossed texts should be treated as examples of their type, calculating the cost from the Quality gained after glossing. Other types of books cost points as follows:

Authorities	50 points
Summa Commentaries	Quality x 3
Libri Quaestionum Commentaries	Target of Commented Text + Quality of Commentary
Tractatus Commentary (Knowledge)	Quality x 3
Tractatus Commentary (Art)	Magnitude of Spell

mentary on the text with a Quality of 9. This takes two seasons, and he gains no experience points at the end of the first season. At the end of the second season he gains 16 experience points from studying the text, and 15 from the commentary, for a total of 31. This raises his score to 9 (and leaves him 7 experience points towards level 10).

Tractati

A commentary may be written on any tractatus the author has successfully studied for a season. It takes one season to write the commentary. In the case of a tractatus on a Knowledge, this is effectively a second tractatus with a Quality equal to the author's Com + Scribe, or the Quality of the commented tractatus, whichever is lower. This commentary may only be studied if the tractatus is available, unless an additional season is spent to include quotes. It does not count against the limit on the number of tractati that an author may write on a given subject. A character may study any number of different commentaries on one tractatus, and benefit. In both cases, the Study Total generated follows that for studying tractati.

A commentary on a tractatus on an Art works completely differently. It can only be written if the author's Communication + Scribe total is at least equal to the Quality of the original tractatus, and can only be studied in conjunction with the original text: it is not possible to include quotes. The commentator must study the tractatus for a season, and it then takes one season to write the commentary. If a magus has access to both the tractatus and the commentary, and his Lab total is high enough to learn the spell that the tractatus is about, then he may, by studying both books, learn the spell and study the tractatus in the same season. That is, at the end of one season he has learned the spell and gained experience in the Art according to the tractatus. Clearly, there is nothing to be gained by studying another commentary on the same tractatus.

On the Creation of Manuscripts

Overview

The creation of a book is not a simple task in the medieval period. The production of the parchment, inks, and quills, the scribing of the text, and the binding of the book are all complex tasks, requiring the expertise of specialist craftsmen. Moreover, books were often embellished, decorated, and illuminated, written in different colored inks and closely illustrated.



Our majestic Order depends, it has been said, upon two pillars, as a man stands upon two legs. That is to say, we depend upon two sources for all of our knowledge – raw vis and books – and without these we are nothing. Our books preserve the wisdom of our most glorious predecessors, and record our own contributions to the art of magic, revealing the secrets of the fifteen Arts, the theory behind them, and the spells which derive from them. While our vis may serve but one use, our writings can instruct a thousand magi throughout the centuries.

It is therefore vital that every member of our Order be familiar with the preparation and binding of books. This is no menial craft which I ask you to understand, but a vital aspect of our lives as magi. A magus must know how to prepare and lay out a book, and know what materials to use so his work will be clear and will endure. A covenant must know where such materials may be acquired, and how they may be employed.

– Occultes of House Bonisagus
Durenmar covenant, A.A. 1358



Presented below are details of how the materials of a book are created and acquired, and how books themselves are written and assembled. No step has been omitted, however trivial it may seem, to provide a full understanding of the tasks required.

Parchment and Paper

Parchment, also called vellum, is created by a specialist called a percamenarius from the skins of animals, usually calves or sheep, although goats, pigs, deer, or hares may be used. The skins must be thin but intact. They are cleaned, soaked in vats of lime and water for ten days, and scraped thoroughly to remove hair and loose flesh before being dried on frames. The dry hides are then scraped again, paring away much of the skin to leave a thin, tight sheet. These scrapings may be

boiled down to make a crude glue. The whole process requires a great amount of skill, and without a resident percamenarius covenants will be hard pressed to make their own parchment.

The source of the parchment may be deduced from the color of the finished skin: white comes from sheep and pale cows, creamier colors from goats, and darker colors from other animals. Covenants tend to use locally produced skins, and many breeds of beast are peculiar to specific locales. The parchment is a different color on each side, tending to be darker on the formerly hairy side, and is often darker where the animal had dark hair, or patterned where mottled or piebald.

Fully prepared leaves are cut into rectangles and rubbed down with chalk to give a better writing surface. The rectangles are arranged in piles of four and folded across their center. The resulting sheaves of bifolia are called gatherings, consisting of eight pages, which can easily be bound into a book. Sometimes more rectangles are piled and folded together, leading to a corresponding increase in pages per gathering. In addition, vellum may be reused by scraping and washing the pages. While some traces of the original writing remain, this can be a way to keep expenses under control.

A special type of parchment called uterine vellum is also available. This substance is extremely thin and beautiful, but quite durable, and is made from the hides of cows' fetuses. However, since such fetuses are not economically available, such vellum is more often made from the skins of new-born calves, or from some other skin scraped to a remarkable fineness by an expert craftsman.

There is a new innovation in Europe called paper, originating in Ethiopia, the lands beyond Egypt, and introduced by the Moors. It is made from linen scraps which are crushed, mixed with water, beaten to a pulp, and then dried while being pressed flat by large clamps or weights. The result is lighter than vellum and rumored to be more fragile. It is also more difficult to make because it



requires a supply of linen, large workshops, and, even more rare, specialized knowledge.

Other writing surfaces also exist, but are inferior to parchment. Ages ago indecipherable scripts were once engraved into clay tablets first used in the lands east of the Levant. They were also used in Crete and other Mediterranean lands. Furthermore, inscriptions were carved into stone or painted on walls, notably in Egypt. Papyrus, a fragile substance formed from the fibers of reeds, was a common medium until the 7th century. Slightly more obscure is the brittle Russian barkpaper, formed from certain tree barks.

Barkpaper and papyrus, understandably, are no longer used, but parchments are readily available in any city, and also from larger monasteries. Paper is in more limited supply; mills are already established in Iberia and Italy, but are unknown further north.

The magi of the Order have no widespread alternative to parchment, which, when created for them by mundanes or covenfolk, is quite satisfactory. Rumors abound, however, of rare and strange texts written on materials appropriate to the Form discussed, such as a Terram volume written on sheets of hardened quartz, an Imáginem tome which is entirely illusory, and a smoldering Ignem book which will ignite combustibles placed against it. Written texts on Techniques might require equally fantastic materials, such as dragon skin vellum for Perdo and owl skin for Intéllego.

Inks

Up until the mid-12th century, the most common ink was a black carbon compound, made by mixing carbon or lamp-black with an adhesive or thickening gum. The standard gum is gum Arabic, derived from a tree sap imported from Asia Minor or Egypt. The result is inexpensive, but tends to rub from parchment or paper.

Gum Arabic is also required to thicken the superior black gall inks which are made primarily from copperas and "oak apples."

Copperas, also called *sal martis* or green vitriol, is found naturally, abundantly in Iberia, or is manufactured from certain types of soil. "Oak apples" are oak galls, hard, spherical growths that form on oak shoots. The best are said to be harvested in Aleppo, in the Levant. Though marginally more expensive than carbon ink, and usually requiring imported ingredients, gall ink is the preferable substance since it soaks slowly into the page, and thus may be speedily removed to correct a mistake. It eventually dries immovably.

Colored inks and paints are also available. Red is used for headings, corrections, initials, rubrics, and to add emphasis to a word or phrase. The standard red is the highly poisonous vermilion, formed from quicksilver and brimstone, or from cinnabar mined in Iberia, mixed with egg white and gum Arabic. Brazilwood chips are also used to create a less beautiful red. Madder ink, from the madder plant of Italy, gives a purplish red.

Blue inks and paints can be made from azurite, a mineral, or from the seeds of the turnsole plant. The most prized is ultramarine, which is brought from the farthest east and is priced accordingly. Green can be made from malachite or verdigris, while yellow is made from expensively imported saffron from Iberia.

Some innovative magi in remote tribunals, where eastern inks are rarely imported, have come to use their Arts and vis to change pigments. They deepen fabric dyes or change black inks to produce colors not otherwise available, and often sell these pigments to mundanes and magi alike.

Rumor has it that some covenants, wishing to hide their magical texts, have used special magical inks and other spells to obscure or disguise their tomes. Writings may change when the command phrase is uttered, or may only be visible in special conditions. Magi should note that almost all mundane inks, being essentially aqueous, are affected by Aquam regardless of the inks' ingredients.





Quills

Quills are standard writing implements formed from feathers. The best quills generally come from geese, although those from swans are acceptable. The most comfortable to the right hand are those from the outermost part of the bird's left wing. Each bird yields no more than five or six feathers of the proper size and shape, and perhaps a dozen others which are of passable quality. Other birds may also yield acceptable feathers, but none of equivalent quality, and most, being small, are both uncomfortable to use and produce small, spidery signs.

Occasionally such spindly lettering is desirable, such as when creating an exemplar, which is a scribe's miniature copy, from which proper books can be copied. Crow and raven quills are deliberately employed for such writings, but such minute text makes a book difficult to study from productively.

The soft end of each feather is removed, as are most or all of the feather's plumes, leaving a bare, hollow tube which is hardened by the sun or heated sand. The point is then cut and a vertical slit made. As the scribe writes, the point becomes splayed and must be sharpened, often up to sixty times each day. The whole procedure of making and sharpening quills is quite simple and it is unnecessary to employ specialists for this task.

The only alternative to a quill is a reed pen, made by sharpening a hardened reed, but these pens produce less precise letters. Proper reeds are also extremely rare in northern Europe. In general, these pens are relics of the past and are rarely used anymore. Illuminator's brushes are made in the same way as quills, except that instead of sharpening the point, ermine or squirrel hair is inserted into the end of the tube and glued into place.

Many magi make their own quills, although most instruct covenfolk to perform this tedious chore. Our major problem is that such pens do not last forever; in one season's writing a magus may use over forty quills.

Particularly valuable or enchanted quills may require further enchantment to preserve

them from the rigors of continued use. Furthermore, some magi hold that feathers from certain birds are more durable, and that the difficulties of their use are an acceptable sacrifice for their durability. Magi may use these specialized pens while traveling or when fresh goose feathers are unavailable. Unfortunately, such feathers often come from rare birds, such as eagles, peacocks, or griffins.

Some feathers are also said to have magical powers, or are ideal for certain enchantments. Quills made from owls' feathers are excellent foci for *Creo Mentem* spells designed to make a magus' writing more eloquent, whereas harpy's quills are said to be unnaturally easy to write with.

Writing

While it is common to read aloud while standing at a lectern, those copying or writing books work seated before a sloping table. Beside them is a horn or pot of ink, or several horns if different colored inks are being used. The scribe holds a knife in the left hand, which may be used to remove ink to make quick corrections, to sharpen the quill, or to hold the page flat without smudging the text. If the book being written is a copy, the exemplar, or original, is placed above or to one side.

If writing on parchment, it must be rubbed down, first with chalk and then with pumice or a mixture of glass-powder and bread. The quill is held erect and the whole forearm is moved in order to write. Those writing by moving their wrist typically produce an ugly scrawl and ruin their quills.

The text follows lines already scored onto the page, or marked with lead, graphite, or silver traces. Only about half of the page is actually written on, to prevent intimidating the reader with a block of text, and to leave room for the illuminator to fill. The page may be dusted with chalk dust when the writing is complete.

When the text is done, it is passed on to the illuminator with some instructions

regarding decoration. Letters or words are embellished, large scenes painted, figures and animals added, all of which may include extensive borders and application of gold leaf. This artwork is not applied merely for aesthetic reasons, but serves to emphasize important sections and to suggest the contents of each page or gathering to the reader.

Magi should be advised against cutting costs by using black ink only, or by omitting suitable decoration. Not only do magical creations merit artistic embellishment, but plain texts are considerably more difficult to study from than properly finished works.

There is little magic that can ease the work of an illuminator or disguise shoddy work. However, some impressive techniques have been used by vis-rich covenants to augment simple illustrations. For example, books on Herbam — or the mundane art of herbalism — may be augmented with Imáginem spells so that the picture of a flower also carries its scent. Other spells may be used to make technical drawings more realistic, or might give an illustration of an experiment in which the image begins to move and change to show the magus carrying out the experiment.

Binding

A book is produced as a series of gatherings — eight page bifolia — which must be bound into a single volume. The usual method of binding a book is to take the gatherings and stitch a thread down the spine of each. They are then sewn into the binding itself, which is made of rigid boards covered with leather or sometimes tapestry, textile, or brocade. The boards themselves are usually made of wood, such as oak in France or England or pine in Italy, but may be made of thick leather or pasteboard, which is made of layers of waste parchment glued together.

The binding of each book may then be fitted with metal adornment, such as bosses or corner-guards which protect the book, or embroidered with precious stones or painted.

Leather covers are sometimes worked in detail, bearing symmetrical patterns and other designs, and embroidered covers may be exquisitely detailed. In a few cases, however, the binding is left as plain planks of wood held together by strips of leather.

A clasp is then fitted to the book to keep it tightly closed, as folded parchment tends to press outward or curl. Lastly, a sleeve may be made to protect the book, of fabric, tapestry, or leather, which is often as ornate as the binding.

The usual mundane process of binding a book has not been much improved by Hermetic magic, but some interesting modifications have been made to the clasps and decorations of Hermetic books. Magical clasps are not uncommon, opening only when the command words are spoken. These clasps prevent others from surreptitiously looking at books best kept from prying eyes, and can easily be achieved with but a pawn of





vis and a simple *Rego Terram* or *Animál* spell. Such clasps may resemble metal claws holding a book shut, or might be a network of leather thongs which refuse to be unknotted.

In extreme cases, magi have replaced the usual cloth or leather sleeve with superior protections. For example, a latticework of continuous iron bands would unfurl to release a book, and would otherwise prevent the tome from being removed or damaged.

Study

The manner in which a book is prepared and the condition in which a magus finds it both influence the amount which may be learned from it each season. Clearly, if the book is damaged much of the text may be lost and its meanings thus obscured. Equally, if the writing is too small, or is illegible, the text

will take longer to decipher. Numerous other factors may have similar effects.

The lists and tables below give indications of the effects of such imperfections. Essentially, as a book becomes damaged, as sections are lost or made illegible, its scores decrease. Imperfections in a tome's creation do not reduce the amount of information contained within, but do make it harder to discern, either because it is badly written or because it is impossible to find individual pieces of information. In practical terms the effect is much the same. The book's effective Quality score is diminished by imperfections.

Conversely, a book's rating can be increased if the tome is particularly well crafted. These modifiers to books based on Physical Quality are designed to extend the book Quality rules presented on pages 188-190 of *ArM4*. The troupe should note the author's base Quality score (Communication + Scribe + 3) separately from the Physical Quality rating resulting from the presentation or physical condition, because copies may not have the benefits or detriments of the original. The characteristics presented below sum in a pyramidal fashion to generate the Physical Quality of the book. (That is, the points are applied to generate a score in the same way experience points are applied pyramidally to determine a character's Ability score or a magus's score in an Art: 1 point equates to a score of 1, 3 points to a 2, 6 points to 3, and so forth. You may refer to the chart on *ArM4*, page 60, for convenience's sake.) Note that glossing a text (see page 123) only affects the standard Quality of the text, and not the Physical Quality.

Inferior Books

Cramped Text (-1): The text has very small margins, or uses very cramped lettering, or both, making the text difficult to decipher and follow. This may result from a Dexterity + Scribe stress roll of less than 6 for the season's writing.



Poor Binding (-1): The binding is fragile and magi must be cautious using the book. Additionally, the binding is such that the pages tend to turn of their own accord, so a reader must weigh the pages down or frequently lose his place.

Poor Illustrations (-1): Although there are some decorations, they are of little help to the reader. Perhaps they are badly drawn, idiosyncratic, or intrude upon the text.

Poor Materials (-1): The parchment or paper used is too thick, making it difficult to turn, or the parchment curls easily, or was untouched for centuries and has lost its suppleness. Or perhaps the parchment was poorly made and thus developed holes while drying, or the ink adhered badly and has left faint writing. Alternatively, a thin ink may have run, smudged, or transferred itself to the facing page.

Plain Text (-2): Only one color of ink is used and none of the letters are enlarged or embellished. The text appears dull, and it is impossible to quickly determine which sections are important and which are contingent or marginal.

Small Text (-2): The book may be an exemplar, or simply written in a small hand to save space and money.

Overly Embellished (-2): The book is a true work of art, but of little use for study. Perhaps too much gold has been used, distracting the reader, or the script is too ornate to read properly. Or perhaps the text is so large that the reader has to go from page to page so often that he cannot follow the book's arguments, or finds that full-page illustrations squeeze out the text. In such texts mistakes are often left uncorrected, so as not to ruin the book's appearance, and are at best discreetly marked.

Unillustrated (-2): The usual devices for identifying and emphasizing sections of the book — the illustrations and decorations — are entirely absent.

Absurdly Embellished (-3): Perhaps better called a picture book at this stage, the book is all but impossible to read from, albeit a masterpiece of the scribe's and illuminator's arts.

Superior Books

Clear Script (+1): A scribe with an unusually clear hand wrote the text, making the text both attractive and easy to read. This results from a Dexterity + Scribe stress roll of 12 or better for a season's writing.

Marginal Illustrations (+1): Illustrations in the margin and throughout the text provide an aid to memorization. These illustrations may be irrelevant to the text, any may prevent glossing in this copy of the text.

Uterine Vellum (+1): The book is written on the highest quality parchment. It is supple, light, and a joy to use.

Well Colored (+1): The text is written in a variety of colors — at least four — each chosen to highlight a different concept or keyword or to indicate a certain subject. Additionally, the initial capitals of important sections are embellished, making it extremely easy to identify salient sections and to search for specific information.

Well Bound (+1): The binding is strong, yet supple, so that the book stays open and pages do not turn of their own accord, making the book easy to use.



Exempli Gratia: Physical Quality

Hnchak covenant has a summa with a Quality rating of 7. The covenant's copy of the summa is in a Clear Script (+1), Well Colored (+1), and Well Bound (+1). These positive characteristics sum to +3 points, which results in a Physical Quality rating of +2 for the book. A magus studying from this copy of the summa uses both the Quality and the Physical Quality ratings to determine his Study Total. That is, the effective Quality of this copy is 9 (7 + 2).

As part of a trade with a neighbor, Hnchak covenant makes a copy of this summa. Unfortunately, the new copy has Plain Text (-2) and Poor Materials (-1). However, the covenant's binder did a good job again, so the copy is Well Bound (+1). Summing these characteristics together gives a net -2 points, which leads to a Physical Quality rating of -1 (with one negative point left over, that is still recorded in case the book is damaged further in the future). The neighbors get a book with an effective Quality of 6 (7 + [-1]).



Well Illustrated (+3): A competent illustrator has placed attractive pictures and decorations throughout the book, using bright paints and inks and applying gold leaf in many places. All of these illustrations are relevant to and indicative of the accompanying text, so that the contents of each page may be identified by browsing through the tome.

Damage to Books

Each season in which a book is studied, the reader must roll a stress die + Dexterity. The roll is used to see if the book is damaged during use. If a botch results, or if the total is less than zero, roll a simple die and consult the chart below to determine the nature of the accident. Furthermore, if the book is made from barkpaper or papyrus, make two extra botch checks, a botch here indicating that several pages snap from the binding.

Unless the book can be rebound immediately, reduce the Physical Quality by one point. If the book is written in carbon-ink, one further botch roll is necessary, with a botch indicating that the ink has smudged or rubbed away, reducing the book's Physical Quality by one point.

Exempli Gratia: Hnchak covenant's original copy of its summa from the previous example has been heavily used, which has caused the book to become heavily soiled (result 7). The summa's physical characteristics now total +2 points (= 1 + 1 + 1 - 1), which leads to a Physical Quality of +1 (with one point left over). If the covenant is able to undo the damage, the book will return to its original Physical Quality of +2. However, if further damage reduces the total by another point to +1 (1 + 1 + 1 - 1 - 1), the Physical Quality rating will still be +1. Further damage will reduce the Physical Quality to zero or lower.

Table: Damage to Books

- | | |
|---|---|
| <p>1 Two complete gatherings become detached and separated from the book. Their loss is not noticed for some days, and when found, they are badly trampled, chewed, or burned. Reduce the Physical Quality by two points.</p> <p>2 A single gathering becomes detached and separated as above. Reduce the Physical Quality by one point.</p> <p>3 An unfortunate accident damages the text — for example, a candle topples onto and scorches it, a potion or mixture is spilled onto it, or a familiar eats several pages. Reduce the Physical Quality by one point.</p> <p>4-6 A gathering comes loose. Note that this has occurred. If not repaired by a bookbinder, and if this result is rolled again during a later use, the gathering is lost as in result 2, above.</p> <p>7 The book becomes permanently soiled by some substance, and although the text is legible, it is difficult to read clearly. Reduce the Physical Quality by one point.</p> | <p>8 The binding is damaged or gives way. The book must be rebound. If used in an unbound state, pages come loose and are damaged or lost, reducing the book's Physical Quality by one point for every season it is used.</p> <p>9 A magical accident occurs in which the magus's powers somehow affect the book. For example, a book on Corpus might have its pages affected by one of the magus' Corpus spells. A potent <i>Creo Ignem</i> or <i>Perdo Animal</i> combination could cause an entire book to be destroyed, whereas a <i>Muto Aquam</i> might scramble sections of text. The storyguide determines the nature and extent of the damage.</p> <p>10 Roll twice, ignoring this result if rolled again.</p> |
|---|---|

Practical Difficulties

On reading these rules many players might see an opportunity to boost the value of their covenant's library by having all books copied out again with decent illustrations and multi-colored inks. Unfortunately, the magi will not find it so simple in practice.

Obtaining Vellum

Simple parchment is easy enough to obtain, assuming the covenant maintains a percamenarius and enough herd animals to provide hides. Vellum can also be bought in larger cities, or from large centers of learning such as monasteries or universities.

Uterine vellum, by contrast, is very difficult to obtain. The covenant's percamenarius requires a Dex + Craft—Vellum score of 9+ to be able to attempt manufacture of uterine vellum. A covenant with such a skilled servant would need to provide suitable incentive to stay on. Most craftsmen of this level are already in the employ of bishops or other magnates, or are members of closed religious communities.

Obtaining Ink

For magi around the Mediterranean, in Iberia, Normandy, Flanders, and southern England, the only difficulty in obtaining inks is their cost. Carbon ink is very cheap, gall ink moderately expensive, and some colored pigments outrageously priced. A covenant must be comfortably endowed to afford colored inks, and those who are impoverished or cut off from mundane trade centers may be reduced to using homemade carbon ink.

Indeed, the supply of pigments may be erratic, particularly as crusades or eastern wars disrupt trade. Western magi may have to delay work for a year or more before they can finally secure a range of colored inks. Only in the Levant are supplies regular and prices low.

Magi in far-flung tribunals may find it impossible to get colored inks. At the very least the covenant must send someone to a major trade center, such as Waterford in Hibernia or a Baltic port, to find any such pigments. Magi are sometimes driven to use vis to create variegated pigments (using *Creo* or *Muto Aquam*, perhaps with an *Imáginem* requisite). Alternatively, they may personally journey to the south to buy stocks.

Illumination

Competent illuminators capable of producing Well Illustrated texts, as above, are not plentiful, but can be found. A young, impoverished artist can be recruited in any city, and if persuaded to settle at the covenant, can train his children or assistants so that the covenant thence has a resident illuminator. Any city or university town has





at least one resident illuminator, who can be hired to complete single works.

Master illuminators (those with Craft—Illumination of 6 or better) are very hard to recruit permanently and can only be found in the greatest cities or monasteries. Those who work in the cities can be hired to illuminate single books, at a price.

Most Autumn covenants maintain an illuminator, as do many in Summer and Winter. Other magi must hire city craftsmen — which is a risk — or leave their books unadorned. City illuminators are likely to gossip about work with others of their trade, and might show work to prospective customers as an example of their skills, leaving magi to find their books the topic of fascinated speculation amongst the illuminators' friends and clientele.

Writing and Binding

Magi often write their own books, and texts may be bound by relatively unskilled covenfolk. A carpenter, leatherworker, or scribe might bind books. Large Autumn covenants may employ a full-time specialist. Other magi might take their sheets to a mundane binder nearby.

Magi wanting particularly well-scribed books may employ outside specialists, despite the risk of mundanes gossiping about the work. Or the covenant may maintain one or more scribes. The problem with having mundanes lacking Magic Theory scribe arcane works is that they do not understand what they write, and thus are prone to making mistakes.

For every season a mundane scribe works on a magical tome, he must make an Int + Magic Theory stress roll of 6+. A failure indicates that a major mistake has crept in, reducing the book's Quality score by one. A botch indicates that the whole season's work is gibberish, hence reducing the Quality by nine! If the scribe copies out spells, this roll must be made for each spell. Storyguides should not tell players which spells are copied incorrectly, unless a botch clearly renders the text

absurd. Unless the magi are prudent enough to personally inspect a scribe's work, they will find the errors through bitter experience.

A magus may oversee the work of a scribe, advising the mundane and picking up on errors. Thus, the magus's Magic Theory score is added to the scribe's die roll to avoid errors. However, the magus must spend the same number of seasons editing as the scribe spends writing. Rules for magi interpreting and writing magical texts are discussed in the Storyguide Chapter of ArM4.

If a scribe is competent, having a Scribe score of 3+, his text will be clear and legible. A standard tome is created, without benefit or penalty as discussed above in "Study." However, the storyguide may optionally have the scribe make a stress roll on Dex + Scribe. A roll result less than six produces a text with messy or cramped text, as described in the section on inferior books. A botch results in a useless book, with the Physical Quality reduced by nine points. A roll of 12 or better is required to replicate the Clear Script quality benefit. Note that rolls may be penalized by -1 if the scribe is using an unsuitable quill or if using any sort of brush or reed pen.

These optional rolls to determine the quality of work also may be applied to scribes and magi. When applied to magi, the rolls are made on top of all others required of a magus to write, copy, and translate texts. So, a magus' writing, copying, and translating efforts, as accomplished using the *Ars Magica* rules, can be improved upon or undone by the extra rolls presented here to modify the Physical Quality of the work.

Chapter 11

Faerie Magic

Faerie Magic

Faerie Magic is practiced by members of House Merinita. Faerie Magic allows magi who know it to incorporate some elements of faerie power into their spells, and thus bend the limits of Hermetic magic. Their magical abilities are still fundamentally Hermetic in nature — they know the same fifteen Arts, employ the *Parma Magica*, and so forth — but their understanding and use of magic is tempered by the additional knowledge of faerie they apply. The practical application of this is that for any given Hermetic spell or effect (formulaic or spontaneous) with a given level, there is an equivalent Faerie Magic spell with the same effects, which might or might not have the same level. These differences cut both ways. While the use of Faerie Magic allows its practitioners to do some things more easily than other Hermetics can, it makes some things more difficult. Furthermore, practitioners of Faerie Magic and standard Hermetic magic use slightly different terms and ideas to describe the effects they produce, which sometimes causes misunderstandings.

Faerie Magic is represented in play by an Arcane Skill predictably entitled Faerie Magic, which is taught to members of House Merinita. Because it is a Skill rather than a Talent, it is an Ability that can be trained. This supersedes the description on page 25 of ArM4.

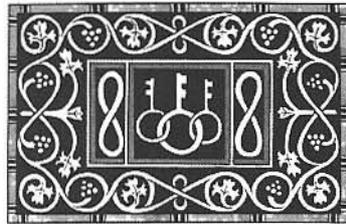
The differences between standard Hermetic magic and Faerie-modified Hermetic magic are summarized below:

- Characters with Faerie Magic have their entire Hermetic understanding infused with it. In effect, they are no longer able to produce standard Hermetic effects without being hampered. A magus who knows Faerie Magic adds his score in the Ability to all magic totals involving Faerie Magic. This includes casting rolls for both spontaneous and formulaic Faerie Magic spells, all Lab Totals for Faerie Magic effects, totals for learning Faerie Magic spells, and totals for resisting Faerie Magic spells. If he tries to use ordinary Hermetic magic, he must subtract his score in the Ability from all totals.
- Faerie Magic is much better at Muto applications than standard Hermetic magic: subtract two magnitudes from all level guidelines to determine the level of the Faerie Magic spell. Faerie Magic is also good at Imáginem: subtract one magnitude. However, it is bad at Creo and Perdo: add one magnitude to each of these. It is especially bad at Vim: add two magnitudes. Thus, Creo Vim spells are three magnitudes harder than for standard Hermetic magic, but Intéllego Imáginem effects are one magnitude easier. Note that spells which do not employ any of the Arts mentioned above can still be Faerie Magic spells.





- Those spells simply have the same levels as their Hermetic counterparts. The Faerie Magic designation (or lack thereof) is still important, however.
- The use of Faerie Magic means that the caster gets the full benefit of either a Magic or a Faerie aura (that is, he adds the whole value to casting totals: see the Aura table). However, the Dominion and Infernal auras affect Faerie Magic spells as if they were faerie-related, subtracting twice their value. Note that Faerie Magic is sufficiently fay for Susceptibility to Faerie to apply. Target magi with the Flaw will have only half their normal magic resistance.
 - Spells which make use of the principles of Faerie Magic are totally unusable by magi without the skill.
 - A magus may rely on his knowledge of Faerie Magic when writing texts. (He does not get to add his Faerie Magic score to any writing formulae, but is not forced to subtract his score from the totals, either, which he is forced to do when writing about standard Hermetic magic.) However, if the reader does not have Faerie Magic, he must subtract the author's Faerie Magic score from the book's Quality.



Optional Rule: Enigmatic Texts

As an optional rule, you may rule that Enigmatic Wisdom leads to the same sorts of communication difficulties as Faerie Magic. Texts may be written using Enigmatic Wisdom just as with Faerie Magic. If a magus without Enigmatic Wisdom studies from such a text, he suffers a penalty equal to the Enigmatic Wisdom score of the author. If the magus has any score in Enigmatic Wisdom, he suffers no penalty. The effect of this rule is that Criamon magi will understand each other well enough, but that others in the Order will find them difficult to follow.

Ranges, Durations and Targets

Faerie Magic has some range, duration and target categories available that are not available when using standard Hermetic magic. These categories bend the limits of Hermetic magic: for example, Symbol range allows a magus to affect distant targets without an arcane connection, Bargain duration is effectively permanent but needs no vis, and Bloodline target allows the magus to affect the future without going through the present.

In addition to being available for Faerie Magic spells, these new ranges, durations, and targets can be incorporated into standard Hermetic spells, with a few restrictions. First, they may not be used if they break the limits of magic (see ArM4, page 67-68). Second, they increase the level of the spell by one additional level of magnitude (for example, a standard Hermetic spell with Symbol range is three levels of magnitude higher than Arcane Connection). Finally, they may never be used in spontaneous spells, since they are not part of the standard Hermetic system.

Symbol (Range): Symbol range allows the magus to cast a spell on any target for which he has a reasonable symbol. This symbol need not be an arcane connection to the target — the caster could draw a picture of the target, for example. The storyguide must approve the choice of symbol. This range category is two magnitudes higher than Arcane Connection, and the magus can only cast spells at this range if they have been deliberately invented with this range. Thus, Symbol cannot be used as a range for a spontaneous spell. He cannot substitute symbols for arcane connections in other spells.

A useful symbol must have a clear and unambiguous symbolic link to the target. A symbol being used in a spell forms a temporary arcane connection for the duration of the spell (or casting process). You can only make a symbol for a target you can identify in at least two independent ways. For example, "the King of England" and "Henry son of

John”, or “the Mongol leader” and “the fat Mongol with bad breath and a gold ring”.

Bargain (Duration): A spell with Bargain duration can only be cast on someone who has just concluded a bargain or agreement with the magus. The magus’s penetration total is doubled when checking whether the spell takes effect. If it does, nothing happens unless the target breaks the bargain. If he does, the spell takes effect without further resistance rolls. Bargain spells have a second duration which determines how long the spell lasts after it takes effect. To calculate the level of a Bargain spell, calculate the level of the spell that takes effect when the bargain is broken and add three magnitudes.

For example, consider a spell to turn someone’s head into a donkey’s when he breaks the bargain. This is an unnatural change, and so has a base level of 30, duration Sun. We want a longer duration, Moon, so that raises it to 35. Since this is a Muto effect, using Faerie Magic reduces this to 25. Making the spell Bargain (Moon) duration, then, leaves it at level 40.

Fire (Duration): A special duration available for Ignem spells. A spell of Fire duration lasts until the original fire targeted is extinguished. While this duration probably will last no longer than to the next Sunrise or Sunset, it is possible that the spell effect could persist indefinitely if the fire keeps going. It is thus rated as equivalent to Ring duration for the purposes of spell design.

Until (Condition) (Duration): The spell lasts until some condition is met. For example, such a spell might last until the name of God is invoked, until some item is touched with iron, or until a word in a list is said out of place (days of the week are spoken out of order, for example). Colors, words, or actions can also trigger the termination of a spell. This duration is equivalent to Permanent in terms of magnitude. Until (Condition) spells cannot usually be dispelled by formulaic magic if that is not part of the condition. Conditions must be specified when the spells that employ them are created. Alternately, they may be determined by the caster’s sigil.

Year + 1 (Duration): Includes “a year and a day,” but others (such as 1001 days or 100 years and a day) also fall into this category. Note that it is slightly longer than Year duration, and is measured from when the spell is cast, not by the turning of the seasons. This duration is equivalent to Year for level calculation purposes.

Bloodline (Target): A bloodline is all the people descended by blood from a given person (the immediate target). Only the immediate target need be within the spell’s range, but all members of the bloodline are affected immediately. If the immediate target has been married in a church ceremony, his or her spouse counts as part of the bloodline, otherwise he or she does not. The spouse’s children by other people never count, however, so any Bloodline spell effectively detects bastards. The same applies to the spouses of descendants of the immediate target. The spell applies to all members of the bloodline born during its duration, as well as those already living when it was cast. The category is the same level as Structure.





Learning Faerie Magic

Faerie Magic, like any other Skill, can be trained by someone who knows it. Further, characters who already know it can practice to improve. However, unlike other Skills, no one can learn Faerie Magic unless he has been some how touched by the fay. This association need not be so significant that it is associated with a Virtue or Flaw, although all faerie-linked Virtues and Flaws qualify. Participating in a faerie feast would probably count, and fathering a faerie child certainly would. Ultimately, the troupe's ruling is required: casting *Ball of Abysmal Flame* at a faerie wouldn't count, although being burned by a faerie doing the same might.

Since Faerie Magic must initially be trained, a perspective practitioner of Faerie Magic must find a member of House Merinita to teach him. This usually involves joining the house and passing the normal entrance requirements. There is, however, at most times, a magus of House Bonisagus trained in Faerie Magic, which was acquired from the previous Merinita master during training by invoking the provision of the Code that allows Bonisagi to claim apprentices. Since the Oath obliges these magi to pass on their knowledge, it would be possible, in theory, for a magus to get training from them without leaving his original house.

Storyguiding Faerie Magic

Faeries vary among themselves as much or more than Hermetic magi. Thus, these rules do not impose any particular style of magic on Merinita magi. However, each individual magus will have a particular style, probably linked to a kind of faerie. These differences in style will, in most cases, be more pronounced than the differences among individual magi of most houses (Criamon and Bjornaer excepted), and the player should give it careful thought. A magus who considers himself part of a whimsical Court of Dark

Summer will be very different from one who feels ties to a rule-bound Court of Bright Winter, even though they both use the same basic rules presented here. If you want to play a Merinita, you will find the *Faeries* sourcebook extremely useful as a source of ideas.

Faerie Magic is very slightly more powerful, overall, than standard Hermetic magic, because it can bend some of its limits. The Limits of the Lunar Sphere, Divinity, the Soul, and Creation do apply absolutely to Faerie Magic, but the others may be twisted slightly. The new range, duration and target categories give some examples of this. A faerie spell could also allow the target to dance all night without suffering fatigue, thus bending the Limit of Energy, and very powerful faerie magic might be able to change a magus into a faerie, thus violating the Limit of Essential Nature. The troupe must pay close attention to any violations of the Limits of Magic: they should always make sense from a faerie point of view. Thus, all members of a bloodline can be seen as a whole. Similarly, dancing (or working) tirelessly is very characteristic of the fay. The storyguide should not be afraid to veto a particular possibility for reasons of game balance, as Faerie Magic is even less predictable than the normal Hermetic variety.

Faerie Magic is different from normal Hermetic magic. Except as noted above, however, these differences are purely cosmetic. They should be used descriptively to add character to Faerie Magic, rather than to munchkinize it. The nature of individual magi will determine the precise differences, but some general suggestions can be made. For example, Faerie Magic spells affecting natural targets (Animál, Aquam, Auram, Herbam, Ignem, Terram) should be described from a more animist perspective, as if there were intelligent spirits within their targets who cooperate with the magus. Additionally, those with links to the fay will view most Faerie Magic effects as if they were perfectly natural, even if they want to resist them. Those who are strongly opposed to most manifestation of faerie (blacksmiths, most priests, most Flambeau) will find them unnatural and disconcerting, even if they are helpful.

Faerie Spells

As stated above, the following Faerie Magic spells are only available to those magi who have the Faerie Magic Ability. While some are variations on familiar Hermetic spells, others are adaptations of faerie powers. All of the following spells have had their levels modified following the guidelines above.

For obvious reasons, Faerie Magic spells must be abbreviated differently than standard Hermetic ones, since the level of a given spell will vary depending on which tradition it is drawn from. Faerie Magic spells carry an "F" designation. For example, "CrAq(F) 10" designates a Faerie Magic Creo Aquam spell of level ten; "CrAq(In)(F) 10" designates the same spell with an Intéllego requisite. This convention is not followed in this chapter, since all the spells listed here employ Faerie Magic.

Faerie Animál Spells

Animals are very much a part of the faerie world, and many faeries possess or can assume animal forms. When faeries are in animal form, or have animal-like body parts, those faeries or parts may be affected by Animál magic.

Creo Animál Spells

Faerie Helper (CrAn45)

R: Near/Sight, D: Sun/Inst, T: Small
Spell Focus: Part of a Faerie Animal (+3)

This spell creates an animal-like faerie creature of Size -2 or smaller. The Faerie Might of the creature is 10, and it is not necessarily well-disposed to the caster. However, it is only actively hostile on a botched casting roll. While the original version of the spell created a rooster-like faerie with clashing red, green, blue, and violet feathers, this version creates the named faerie animal. Faeries may be summoned by this spell instead of created, but they let Merinita magi believe they are created.

Intéllego Animál

Heart of the Wild Beasts (InAn20)

R: Per/Touch, D: Sun, T: Group
Spell Focus: Heart of a Wild Animal (+2)

The recipient of this spell receives an instinctive understanding of the ways of animals, gaining a +3 bonus on all rolls dealing with them. This bonus is applied to Animal Handling rolls,

Tracking rolls, and others that are obviously relevant. However, while the spell remains in effect, the recipient suffers a -3 penalty on all rolls involving social interaction with humans. This penalty arises from a tendency to behave in an animalistic, enigmatic fashion.

Muto Animál

Misbegotten Beast (MuAn15)

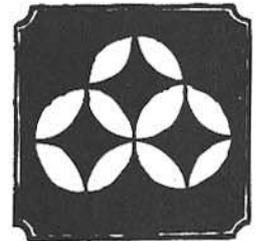
R: Touch/Near, D: Sun, T: Ind
Spell Focus: Parts of Approp. Animals (+1)

The animal gains some quality of another species. Thus a hound might be given feathers, or an eagle might be given a toad's head. The magnitude of change imposed runs along the lines of a pair of limbs, the head, or the skin. Sometimes faerie animals cherish changes imposed on them, but not if a change is antithetical to a faerie's character.

The Proper Beast

R: Near, D: Sun, T: Ind
Spell Focus: A Human Doll (+1)

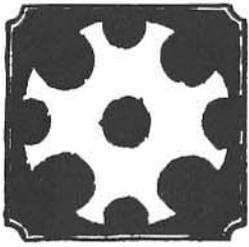
Shifts an animal's center of balance and motions, causing the animal to walk upright and posture like a human rather than an animal. The beast uses human body language to express its emotional state, and its natural sounds (growling, whining, roaring, and



Muto Animál



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so forth) sound very much like human speech, though the animal does not really speak and the sounds do not really mean anything. Each caster creates a slightly different effect. Some make the animal posture like an arrogant noble, others like a downtrodden peasant or beggar, and still others almost exactly like the caster.



Perdo Animál

Hairless Hound (PeAn3)

R: Touch/Near, D: Moon, T: Ind
Spell Focus: Animal Hairs (+1)

All the animal's hair falls out, and no new hair grows for the duration of the spell. The lost hair does not magically reappear at the end of the spell's duration, it just starts growing again. The original faerie power this spell emulates left the target spotted with small, star-shaped patches of fur.

Perdo Animál

Rego Animál

The Shadowing Beast (ReAn25)

R: Near/Sight, D: Sun, T: Ind
Spell Focus: Puppet of Animal (+2)

The animal indicated imitates the caster or another indicated person's actions as far as physically possible. For example, a bird targeted by this spell would follow the caster around, sing when he speaks, sleep when he sleeps, and flap its wings and whistle when he casts spells. Such imitation can be dangerous to the animal, and possibly to the caster. If the action is dangerous, the animal may attempt an Intelligence (or Cunning) stress roll against an ease factor of 6 to refuse the action, but success does not cancel the spell.

Confusion of the Mindless Beast (ReAn30)

R: Touch/Near, D: Sun, T: Ind
Spell Focus: Part of Other Animal (+1)

The target animal behaves, as far as physically possible, like a member of some other species chosen by the caster. The chosen animal may be any kind of animal with which the caster is familiar. The situation determines the spell's exact effect. For example, a stag that believes itself a bird might put all beings around it in jeopardy, especially when its legs and antlers start flailing in an effort to fly.

Master of the Hunt (ReAn60)

R: Far/Arc, D: Sun, T: Sight, Ritual

This spell provides a pale imitation of the Wild Hunt, a powerful faerie ritual experience. It may only be cast under a full moon, and the target of the hunt must either be visible to the caster at the time of casting or the caster must have an arcane connection to him or it.

When this ritual is cast, the caster blows a hunting horn three times. This calls all combat-worthy beasts (including magical and faerie beasts which fail to resist) within one hour's travel of the caster. Bjornaer magi nearby with combat-worthy heart-beasts must resist or transform into their heart-beast forms and respond to the summons.

Once all the beasts have arrived, a great black stallion appears. The caster mounts the stallion to begin the hunt. The caster leads the hunt, and always knows which direction to travel in order to bring the Hunt closer to the target. Animals encountered along the path of the hunt either join the hunt or are killed by the hunting beasts. Once the hunt is begun, none of the participants feel fatigue or pain (similar to *Endurance of the Berserkers* [ReCo 15]). In addition, the caster may not cancel the spell once the hunt has started.

The hunt ends when the object of the hunt is killed and its corpse eaten by the beasts of the hunt, or when dawn breaks, whichever comes first. At the end of the hunt, all beasts disperse without interfering with one another.

Faerie Aquam Spells

Liquids often share the faeries' capricious nature, although water faeries can be deep and unfathomable. Alcoholic liquids are a favorite Aquam target, since the results on unwitting humans tend to be amusing. Aquam may also be used to affect water-related faeries such as Kelpies.

Creo Aquam

The Ever-Full Flagon (CrAq10)

R: Near/Sight, D: Special, T: Small
Spell Focus: A Skin of Wine (+2)

This spell is cast on a drinking vessel that has some beverage in it. From that point onward the volume of the beverage does not diminish from drinking, no matter how much is drunk from it. Any liquid that is spilled or otherwise removed from the vessel in any way apart from drinking is actually and permanently removed. The spell lasts until the vessel is emptied, or until the next Sunrise or Sunset, whichever comes first.

Intéllego Aquam

Trace the Path of the Vintage (InAq4)

R: Per, D: Mom, T: Small
Spell Focus: A Fine Wine Glass (+1)

This spell allows the caster to trace the entire history of a drink from a small taste. This detection includes such things as the year it was made, where it came from, any unorthodox ingredients, and which barrel in the wine cellar it was in before bottling. This spell is very useful for showing off at parties, especially faerie ones in which drink is appreciated. If the Spell Focus is used, the beverage must be drunk from it.

Muto Aquam

Intoxicate the Reveler (MuAq4)

R: Near, D: Sun, T: Ind

Spell Focus: A Measure of Strong Wine (+1)

This spell makes alcohol three times as potent as it would usually be, which makes drunkenness occur much more rapidly. For this reason, grogs are often cautioned not to drink while in faerie forests.

Perdo Aquam

The Ever-Empty Flagon (PeAq5)

R: Near/Sight, D: Sun, T: Small

Spell Focus: Camel's Milk (+2)

This spell is cast on a person or animal. While under the influence of this spell, the target finds that whenever he tries to drink, liquid suddenly runs dry or spills down his chin without being ingested. This spell was created as a companion to the *Creo Aquam* spell *The Ever-Full Flagon*.

Rego Aquam

Construction of the Watery Heights (ReAq35)

R: Sight, D: Conc, T: Spec

Spell Focus: A Sieve (+2)

This spell allows the caster to move all of the water within Near range anywhere within Sight, and to shape it as it is moved. The only requirement is that some part of the water moved remain on the ground (or water surface). When control is released, the water behaves normally again, unless a *Muto Aquam* effect with a *Terram* requisite is used to solidify the water.

Faerie Auram Spells

Auram is another mercurial Form that shares much with the *fae*. Auram may be used to affect faeries of the air, and is also useful for large-scale and flashy spells.

Creo Auram

Wind at the Face

R: Touch/Near, D: Sun, T: Ind

Spell Focus: A Bellows (+2)

The target of this spell finds himself walking into a strong wind no matter which way he turns. The wind always blows from the direction that the target moves in. Thus, walking backward results in wind blowing from behind, although it also results in clumsy travel. If the target remains stationary, there is no wind. The wind created by this spell impedes movement somewhat, making running impossible and requiring fatigue rolls for each minute

the target tries to move faster than a walk. In addition, some dust is blown up, reducing visibility (-3 to Perception rolls).



Intéllego Auram

Hear the Wind's Whisper (InAu15)

R: Sight, D: Conc, T: Special

Spell Focus: An Ear Trumpet (+2)

The caster or target can hear anything spoken into a breeze or other air current which subsequently travels past the caster or target. This is similar to *Whispering Winds* (see *ArM4*, page 119). The caster does not know who is speaking unless he can determine that from what is said. There is no technical range limit on this spell, but in practice a single breeze does not travel more than a mile. If more than one conversation is audible, an *Int* + *Concentration* roll must be made to pick out a particular one. The ease factor may range from six for a few conversations to 12 if the wind blows through a crowd.



Muto Auram

Muto Auram

Grinning Mist (MuAu30)

R: Reach, D: Sun, T: Str

Spell Focus: A Piece of Muslin (+1)

Requisite: *Imaginem*

A structure-sized amount of mist within reach of the caster produces a cascade of images. These are formed of thickening mist, and might include trees, faces, animals, or even a whole house. These apparent objects swirl around anyone located in the fog, and most who are unfortunate enough to find themselves in the mist quickly become disoriented. Perception rolls to determine direction suffer a -3 modifier, although people with the *Direction Sense Ability* are unaffected. The images of the original faerie power are dominated by children.

Air of Watery Force (MuAu35)

R: Near, D: Sun, T: Str

Spell Focus: A Drop of Treacle (+1)

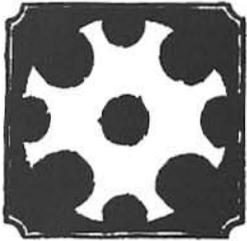
This spell gives the air in the target area the consistency of water. This makes movement through the area much slower (movement is quartered and *Quickness* rolls suffer a -3 penalty), makes missile combat impossible, and makes combat less dangerous (-5 to *Damage*). The spell does not affect breathing or lend the air the density of water (that is, one cannot swim in it).

Rain of Wine (MuAu40)

R: Sight, D: Special, T: Sight

Spell Focus: A Bottle of Wine (+1)

This spell turns rain into wine. The details of the wine — white, red, dry, sweet, mulled — are determined at the caster's



whim. The spell only changes rain into wine for the duration of the current shower, but the wine created remains and cannot be dispelled. It does dry up naturally. This spell was created as part of a contest with a Flambeau magus, in which the Merinita mocked the Flambeau's favorite spells.



Perdo Auram

Gasping Death (PeAu20)
R: Eye, D: Conc, T: Ind
Spell Focus: A Gag (+1)
Requisite: Corpus

The target of this spell finds that any air he draws in is destroyed before it reaches the lungs. The target is unable to breathe and eventually dies. For every round without air, the target loses a Fatigue level. Body levels are lost once all Fatigue levels are gone. Eye contact is no longer required once the spell has taken effect,

Perdo Auram

although the caster must continue to concentrate for the spell's effects to continue.

Rego Auram

Images in the Clouds (PeAu45)
R: Sight, D: Conc, T: Special
Spell Focus: A Drawing (+1)

This spell allows the caster to draw pictures with clouds. This is accomplished by rearranging current clouds rather than by creating new ones, so the amount of sky covered by clouds cannot be altered. This spell is useless if the sky is completely clear or completely overcast. The Spell Focus should be a drawing of the shape that the caster wants the cloud to assume.

While concentrating, the caster can actively shape the clouds and hold them in the desired form. Once concentration ceases, the clouds begin to move normally, so images slowly blur and break up. This effect is visible for miles and cannot be hidden.

Faerie Corpus Spells

Corpus is a desirable Form since it can most directly affect bothersome mundanes, though it is somewhat difficult to manipulate. In general, humanoid faeries without a strong affiliation to another Form are affected by Corpus magic.

Creo Corpus

Faerie Companion (CrCo40)
R: Reach, D: Sun/Inst, T: Small, Ritual

This ritual creates a small humanoid faerie no larger than Size -2. Since faeries have no souls, this creation does not violate the limit of Essential Nature and the created faerie is as truly alive as any faerie may be. The created faerie has a Faerie Might of 10, and is not ill-disposed toward the caster unless the casting roll botches. Each version of this spell can create only one kind of faerie, so a magus who wishes to create sprites and gnomes must research two different spells.

There is some debate among Merinita magi about whether the faeries created by this spell are true creations. Some magi claim that the casters are deluded into believing that faeries transported from other parts of Mythic Europe and Arcadia have been created instead.

Intéllego Corpus

Sight of the Lovers (InCo4)
R: Eye, D: Mom, T: Ind
Spell Focus: A Small Golden Net (+3)

This spell tells the caster the name and indicates the physical appearance of each person the target has had carnal knowledge of, as each was when the target last knew him. A golden net was used by Hephaestos to catch his wife Aphrodite when she was with her lover Ares. The original faerie power also brings a vivid memory of the best of the lovers to the target's mind.

Muto Corpus

Beautiful as the Day is Long (MuCo5)
R: Touch, D: Sun (Special), T: Ind
Spell Focus: A Mirror (+1)

This spell makes the target beautiful for one day and ugly the next. When the spell is cast, the target's Presence increases by one or to +1, whichever is higher, while he also gains a +6 modifier to appropriate interaction rolls with sexually compatible people. This beauty lasts for a duration of Sunrise/Sunset. On the next day the target's Presence drops by one or to -1, whichever is lower, while he suffers a -6 penalty to all appropriate interaction rolls with sexually compatible people.

Beauty of the Smiling Nymph (MuCo5)
R: Per, D: Sun, T: Ind
Spell Focus: A Butterfly Wing (+2)

This makes the caster very beautiful or handsome. Whenever interacting with members of the opposite sex, the caster will gain a +3 on all reaction rolls. This may apply, for example, if the caster were trying to get the person to do something, or if someone of the opposite sex were making some kind of assessment of the caster.

Mask of Whimsy (MuCo15)

R: Near, D: Sun, T: Ind

Spell Focus: A Drop of Mercury (+1)

The target's facial expressions change at random every few minutes. The emotions displayed are always extreme (complete with tears, if crying is appropriate). The facial expressions rarely reflect the target's true emotional state, and the target's mind is in no way affected.

Gift of the Impenetrable Water (MuCo20)

R: Touch, D: Sun, T: Ind

Spell Focus: A Pondskater (+1)

Requisite: Aquam

The target of this spell becomes incapable of breaking the surface of water, except with his tongue. Thus, the target can walk on calm water in perfect safety and cannot drown. He can, however, use his tongue to drink normally. Walking on rough water requires Athletics rolls as waves can still knock the target down.

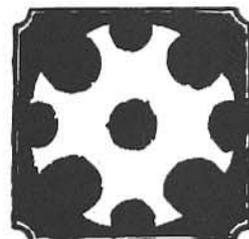
Dismemberment of the Innocent Magus (MuCo25)

R: Per, D: Sun, T: Ind

Spell Focus: A Cord of Bronze (+1)

The caster is able to remove any limb or organ without damage or pain. He may then move this limb about (by mundane means or by means of another spell), even beyond his view, and receive regular sensory input from it, as if it were still connected.

Thus an eye can still see, a mouth can still taste, and an arm can still feel at any range. Any damage done to the organ or limb is transferred to the caster, which could include nastiness like poisons or diseases. The limb remains separated from the magus until returned to its correct spot. If the spell ends before the magus returns the limb he automatically loses one Body level and must make a Stamina roll against an ease factor of 6 to avoid losing a second one. A botch on this roll could have dire consequences. At this point, the limb may be reattached only if the spell is cast again or some other spell is cast for that purpose.

**Perdo Corpus****Curse of Sterility (PeCo35)**

R: Touch/Near, D: Moon, T: Ind

Spell Focus: A Withered Flower (+1)

Requisite: Muto

This spell renders the target both infertile and incapable of the sexual act. A Lusty Personality Trait

**Perdo
Corpus**



roll of 15+ resists this spell. However, if the roll botches, the target's sexual organs return to a pre-pubescent state for the duration of the spell.

Rego Corpus

Fart of the Stentorous Bugle (ReCo4)

R: Near, D: Mom, T: Ind

This spell causes the target to flatulate very loudly and very noxiously. It is designed to embarrass the pompous, but is also great fun at parties.

Undying Manhood (ReCo10)

R: Near, D: Sun, T: Ind

Spell Focus: A Horn or Antler (+2)

Makes a man erect and keeps him that way until the spell ends. The target's sexual desires do not (necessarily) increase, but he is physically capable of sexual activity.

Catching Laughter of the Fay (ReCo20)

R: Reach, D: Sun, T: Group

Spell Focus: A Small Vine (+1)

This spell acts like *Contagious Laughter of the Faerie Festival* (below), except that each other person who hears the laughter must make a Concentration roll of 6+ every round it is heard. Upon failure, the new victim also "catches" the spell's effect and comes under its influence. The laughter may be caught multiple times, even if the victim managed to resist in the past. The laughter goes away when the spell expires or all those who are affected manage to resist it for three rounds in a row.

Contagious Laughter of the Faerie Festival (ReCo20)

R: Near, D: Sun, T: Ind

Spell Focus: A Feather (+1)

This target of this spell is overcome by uncontrollable laughter. Every round he attempts to do something else he must make a Concentration roll of 9+ to avoid convulsing into laughter instead. The spell lasts until Sunset/Sunrise, or until the target is able to avoid laughing for three consecutive rounds.

Endurance of the Reveler (ReCo30)

R: Near, D: Special, T: Ind

Spell Focus: A Beer Stein (+1)

This spell can only be cast on someone who is drunk. The target remains awake, unfatigued, and mobile so long as he remains drunk. The spell ends as soon as the target begins to sober up.

The Reveler's Jig (ReCo30)

R: Near, D: Sun, T: Ind

Spell Focus: A Pair of Boots (+1)

The target is compelled to dance to whatever music is within earshot, even if he is deaf or Incapacitated due to fatigue, wounds, or even death. This prevents normal movement such as walking or running and gives a -3 to -6 penalty to all other physical actions, usually with extra botch rolls as well (though the target never falls

down). The dance is appropriate to the music, and fatigue rolls are required if the pace is fast or the dance long. Once the music is out of earshot, the target may continue normal movement, but he begins to dance again as soon as music is again within earshot.

Master's Marionette (ReCo50)

R: Symbol, D: Conc, T: Ind

Spell Focus: A Marionette of the Target (+5)

This spell allows the caster to create the same effect as *Strings of the Unwilling Marionette (ReCo 25)* at Symbol range. Most often, the symbol is a marionette of the victim. The caster cannot see the target unless he has other means of doing so.

Faerie Herbam Spells

Faerie plants are more plentiful than faerie creatures, for almost any plant within a Faerie aura becomes fay. Faerie plants often have special powers, and are more self-aware than mundane plants. Faerie creatures strongly affiliated with plants, such as dryads, may be affected by Herbam magic.

Creo Herbam

Staff of Eternal Growth (CrHe15)

R: Touch, D: Moon/Inst, T: Ind

Spell Focus: A Leafy Wooden Staff (+1)

A stick, staff, or log is brought back to life, forming a tree of the item's size. That is, the item bears leaves; sprouts blossoms, fruit or seeds in appropriate seasons; and sheds these in autumn. If the spell is recast when its duration expires, the stick or staff's existence as a living tree is perpetuated for another month. The tree does not need water or even light to survive. The tree does not grow naturally during its existence, and it lives even if not planted in the ground. If the spell is cast on an individual piece of wood used in a structure, the structure may become unstable or less weatherproof because of the growing leaves and fruit. If the duration is extended with raw vis the staff becomes a real, living tree again. Thus, in order to survive, it must be planted, have sunlight, and so forth.

Intéllego Herbam

See the Forest (InHe5)

R: Touch, D: Conc, T: Ind

Spell Focus: Earth from Under a Tree (+1)

The caster touches a tree and becomes aware of what forest the tree belongs to. The name of the forest is not necessarily that which humanity has assigned, but the name that the forest bears in nature and Arcadia. This spell is most informative when touching faerie trees, for those in the mundane world admit to belonging to any forest growth in an upper level of a Faerie regio (if such a regio exists on the site). If a faerie tree touched has a Faerie Might score and does not want to answer the question, it gets a magic resistance roll.

Muto Herbam

Enfolding Wood (MuHe5)

R: Touch, D: Special, T: Ind

Spell Focus: Piece of Pliant Willow (+2)

This spell can be cast on any wooden object large enough for a person to sit upon. It also affects ordinary wooden chairs. The item molds itself to the caster to form a very comfortable seat. Parts of the wood even tidy up the caster's clothes and massage away aches. The spell lasts until the caster gets out of the chair.

Castle of the Living Tree (MuHe15)

R: Touch, D: Year/Perm, T: Ind, Ritual

The touched tree is reshaped to form a residence. Branches form the walls and furniture, while leaves provide the roof and window shades in the summer. The tree is still alive and grows during the spell's duration. This growth takes the form of larger or extra rooms unless the caster specifies otherwise. Use of this spell does not make a tree hostile, although asking permission is usually recommended before casting.

Tree of the Flaxen Twine (MuHe20)

R: Near/Sight, D: Sun, T: Ind

Spell Focus: A Piece of String (+1)

This spell completely removes all rigidity from a plant up to the size of a tree, which flops over and lies on the ground as if made of string. The spell only affects a single plant, even if the target is smaller than a tree.

Perdo Herbam

Plant of Growthless Life (PeHe25)

R: Near/Sight, D: Inst, T: Ind

Spell Focus: A Pruning Hook (+1)

The target plant stops growing. It remains alive and continues to bear leaves and fruit, but gets no larger no matter how long it lives.

Rego Herbam

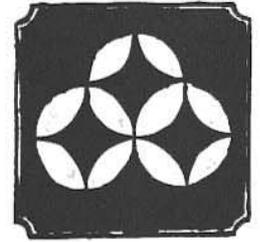
Landlord of the Trees (ReHe40)

R: Near, D: Year, T: Ind

This spell allows the caster to control a targeted tree in specific ways, without applying concentration. This control is most useful if the tree has been shaped in some way, such as into a house (see *Castle of the Living Tree*, above). The caster is able to command leaves to act as curtains, or command branches to move to and fro across openings, mimicking doors. The caster is also able to rearrange "furniture" that has been formed from the tree.

Faerie Ignem Spells

In general, faerie plants and creatures are averse to fire, since it is so often a destructive force. However, many strange and wonderful things can be done with fire, and there are even some faeries that are attuned to fire.



Creo Ignem

Heat of the Burning Coal (CrIg5)

R: Near, D: Mom, T: Ind

For a second, the target feels an intense pain in his foot, as if it were aflame. The target must make a Stamina roll of 3+ to keep from falling to the ground from the shock.



Muto Ignem

Robes of Light (CrIg15)

R: Per/Touch, D: Sun, T: Ind

Spell Focus: A Miniature Robe (+2)

Requisite: Rego

The target of this spell is clothed in robes of fire. These look like sheets of flame, and give off light and heat equivalent to a campfire. The target is not harmed or overheated, thanks to the Rego requisite, but anyone who touches the robes (or is touched by them) takes +5 Damage. The robes do not burn inanimate objects they contact. The precise style and shape of the robes is up to the caster. If the Spell Focus is used, it is consumed by flame as the spell is cast.

Intéllego Ignem

Images of Leaping Flame (InIg15)

R: Per/Touch, D: Conc, T: Ind, Ritual

Spell Focus: A Waxen Image (+2)

Requisite: Imáginem

The target of this spell gazes into a fire and sees the flames resolve into clear pictures. The caster has no control over what pictures are seen. They are drawn from the memory and subconscious of the target, the history of the fire's fuel, and events that are happening or that might happen to the viewer. The storyguide should describe images seen, leaving the magus to discern their meaning.

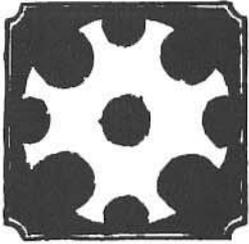
Muto Ignem

Painted Flames (MuIg15)

R: Near/Sight, D: Moon, T: Ind

Spell Focus: A Paintbrush (+1)

The targeted fire is projected onto some flat surface and becomes a painting. As a painting, however, it still burns its fuel (which remains wherever the fire was to begin with), the flames



still dance, and it still gives off light and heat. However, the fire cannot burn anything real, including whatever it is painted on. The fire burns its fuel at a normal rate, and goes out once all its fuel is consumed, leaving a pile of ashes. Suitable *Creo Ignem* or *Creo Herbam* spells can renew the fire.



Darkling Fire (MuIg20)

R: Near/Sight, D: Fire, T: Ind
Spell Focus: Black Cloth (+1)

The targeted fire starts to burn with black flames. The black flames casts darkness instead of light, obscuring activity, although objects cast bright "shadows." The fire still burns hot and consumes fuel normally. The spell lasts until the fire burns out, and persists if the fire is constantly fed.

Perdo Ignem

Perdo Ignem

Lightless Fire (PeIg40)

R: Near/Sight, D: Fire, T: Ind
Spell Focus: A Darkened Lantern (+2)

The targeted fire ceases to shed light. However, it still burns with normal heat and consumes fuel at the normal rate. The flames also continue to look completely normal; they still glow, they simply do not illuminate their surroundings. A fire under the influence of this spell is very eerie indeed. The spell lasts as long as the fire does, so its effects can be undone simply by extinguishing and re-lighting the fire.

Rego Ignem

Dancing Candles (ReIg45)

R: Near/Sight, D: Fire, T: Group
Spell Focus: A Glow Worm (+2)

This spell can be cast on all candles within range. Candle flames leap off their own candles, whirl around in the air, and land on other candles, continuing to do so until all candles burn out.



While the flames are leaping around in the air, their candles continue to burn at a normal rate. This spell is purely ornamental, and dancing flames do not ignite anything else. They avoid touching living beings, although they may dance around heads for a while.

Faerie Imáginem Spells

In some ways, *Imáginem* is the core of what it means to be fay. Images are easily manipulated by faerie spells and powers to conceal or reveal the truth. More powerful faeries who are themselves adept with illusions often respect those *Merinita* magi and others who have mastered this Form.

Creo Imáginem

The Warring Twin (CrIg25)

R: Per/Touch, D: Sun, T: Ind
Spell Focus: A Mirror (+1)

Requisite: *Mentem*

This spell creates a near duplicate of the target, which follows the target around and argues vociferously with him. The image takes the opposite position in any debate and questions the wisdom of any decision. The spell ends if the target accepts the opinion of the image. The spell can also be canceled at will, but not if the

caster is acting emotionally, particularly if the caster is only trying to dispel the arguing image out of frustration.

The Decision Unmade (CrIg25)

R: Per/Touch, D: Conc, T: Ind

Spell Focus: Crystal of Calcite (+3)

Requisite: *Mentem*

Whenever the target of this spell makes a decision and carries it out, a copy of him is created which carries out the opposite action. So if the target decides to turn left at an intersection, the image turns right. If the target decides to negotiate, the image attacks. The image only persists for a minute or so, but that is long enough to cause great confusion. The image cannot interact physically with the world — it cannot move items or cause damage in combat —

but motions to. The image claims to be the original of the two if asked. If the target tries to be clever by claiming to be the image, the image does likewise. Calcite aids the casting of this spell because anything seen through a crystal of calcite is seen in double. If the image is ever touched, it is immediately dispelled.

Intéllego Imáginem

Gift of the Transparent Symbols (InIm1)

R: Per/Touch, D: Sun, T: Small

Spell Focus: An Allegorical Picture (+1)

The target of this spell can understand any visual symbolism as if it is plainly spelled out for him. He is able to see what symbolism an artist intends, and is able to understand any other symbolism that a work of art acquires over time. This understanding only applies to general symbols. If a symbol represents a specific person, the target knows it represents a particular person, but not whom.

Hear the Secret Insult (InIm3)

R: Per/Near, D: Sun, T: Room

Spell Focus: A Small Bird (+1)

The target of this spell can hear any insult or uncomplimentary thing uttered within the target area, no matter how softly it is said. The comment must be voiced, however softly. Since the target can hear the voice, he may be able to tell who made the statement. Only the insult itself is heard; none of the conversation's context is transmitted. Of course, this spell only inspires a reaction if the target is hot-headed, and no reaction is forced upon the target. There is a similar spell for hearing compliments.

The Faithful Image (InIm30)

R: Symbol, D: Moon/Year, T: Room

Spell Focus: A Painting or Tapestry of the Target (+2)

This spell allows the caster to see the target and the area around him. If the Spell Focus is used as the linking symbol, it appears to change to reflect the current situation of the target, but only the caster is able to see the changes.

Muto Imáginem

The Mustachioed Queen (MuIm1)

R: Touch/Near, D: Sun, T: Ind

Spell Focus: A Paintbrush (+2)

This spell allows the caster to change one small aspect of a picture, for example, by giving a woman a mustache or turning a dog into a sheep. The change cannot be sufficiently radical to render the picture unrecognizable, but can render it completely ridiculous.

The Singing Cavalier (MuIm1)

R: Touch/Near, D: Sun, T: Ind

Spell Focus: A Sheet of Music (+2)

Everything the target says comes out in song. The caster may choose a style of music at the time of casting. This spell does not grant any singing ability, so speech may be sung very badly. The

spell is very effective at embarrassing people, especially if the caster chooses to make the style of music inappropriate to a particular topic of discussion. It is especially difficult for a military leader to maintain control of troops that receive their orders in song.

Cloak of Daylight (MuIm1)

R: Touch/Near, D: Sun, T: Ind

Spell Focus: A Drawn Silhouette (+2)

The target of this spell becomes inversely affected by light. That is, he is clearly visible in total darkness, and becomes completely invisible in broad daylight. At a light level corresponding to twilight he appears normal. The target's perceptions are not affected; he still sees everything normally, apart from himself. The original Faerie power gives the target slightly iridescent skin.

Disguise of the Transformed Image (MuIm4)

R: Near/Sight, D: Sun/Year, T: Ind

Spell Focus: An Icon (+3)

Makes someone look, sound, and smell different, though at least passably human. The icon must resemble the changed appearance of the target.

Visions of Fay Reality (MuIm15)

R: Near/Sight, D: Sun/Year, T: Ind

Spell Focus: A Faerie Mushroom (+3)

Requisite: Mentem

This spell causes everything the target sees to look and sound fay. The world looks basically the same, but more alive somehow and often oddly distorted. The target must roll a stress die, adding his Stamina and adding or subtracting an appropriate Personality Trait to see what the effects are. The nature of the Personality Trait used determines how it effects the Stamina roll. A Trait like Spooky may make a target resistant to the distortions, while one like Straight-Laced reduces the result of the roll.

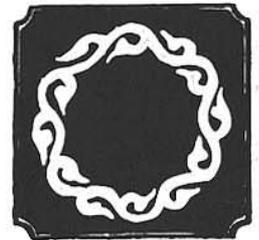
Roll	Result
≤0	Permanently affected by visions (Gain a Delusion, as the -1 Flaw)
1-5	Flee in terror, fight at -6 if cornered or obstructed
6-9	Entranced by visions
10-15	Carry on, -3 on all rolls
16+	Carry on without penalty

Curse of Midas (MuIm40)

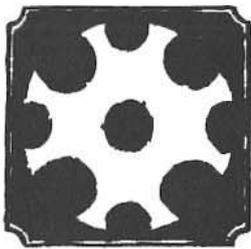
R: Near/Sight, D: Bargain (Season), T: Ind

Spell Focus: A Gold Shaving (+3)

If the bargain made between the caster and target is broken, the target believes that everything he touches is turned to gold, including food, drink, animals, and people. While food so touched is still perfectly edible, the target may have difficulty feeding himself what he perceives to be metal.



Muto Imáginem

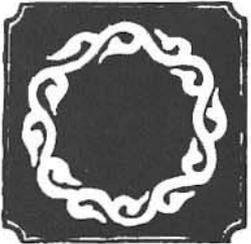


Perdo Imáginem

Gift of the Invisible Raiment (PeIm10)

R: Touch/Near, D: Sun, T: Group
Spell Focus: Pair of Tailor's Shears (+2)

All clothes worn by the targets become invisible. The same applies to any other-clothes they may put on, and to any unconventional items that may be used in an attempt to cover up. Items simply held in hand remain visible. The clothes are only invisible, so they still keep the targets warm and can still be felt.



The Lost Reflection (PeIm10)

R: Touch/Near, D: Moon, T: Ind
Spell Focus: A Broken Mirror (+1)

The target of this spell no longer casts a reflection in anything. The original faerie power creates a faint golden sheen on any surface that should reflect the target.

Perdo Imáginem

Rego Imáginem

Curse of the Retarded Image (ReIm10)

R: Touch/Near, D: Sun, T: Ind
Spell Focus: Insect Trapped in Amber (+1)

The target's visual and auditory input comes to him one second after his actual actions take place. This makes almost any action performed at any speed greater than a painful crawl difficult, as the target tries to grow accustomed to missing all visual and auditory feedback. The target suffers a -6 modifier to all actions and interactions with other people. However, Initiative scores in combat receive a +3 bonus.

The Living Reflection (ReIm10)

R: Touch/Near, D: Sun, T: Ind
Spell Focus: Mirror with Ornate Frame (+2)

The caster chooses what the target's reflection does every time the target looks into a reflective surface. If the caster is within sight of the target while the target looks at his reflection, the caster can decide what the image does with each glance. When the caster can no longer see the target, the target's image can be commanded to appear one way and appears that way until the spell expires.

The reflection can run away, turn somersaults, make silly faces, or anything else the caster can imagine. The reflection is unable to speak, but is capable of using parts of the target's body that are not actually reflected. For example, the reflection can use its hands, even if only the target's head is actually reflected.

The Emancipated Shadow (ReIm20)

R: Touch/Near, D: Conc, T: Ind
Spell Focus: A Shadow Puppet (+1)
Requisite: Mentem

The target's shadow ceases to do the same thing that the target does. While it must remain attached to the target, the shadow performs the actions that the target wants to do but chooses not to.

Thus, on meeting an enemy, the target's shadow might draw its sword and lunge, while the target remains civil. If the target is confronted by a dragon, the shadow might start running. A related but higher level spell allows the target's shadow to change shape to better represent his mental state.

Faerie Mentem Spells

Controlling and influencing minds is great sport for the faeries, and Merinita magi often follow these pursuits as well. Probably the most common forms of mental control exercised over mortals involves making mortals forget their former lives, to encourage them to stay with the fay; confusing mortals, to keep them wandering aimlessly in faerie lands; and erasing the memories of mortals, to purge their minds of the wonders they had seen. Faeries that are intellectual, such as faerie lords, may be affected by Mentem spells.

Creo Mentem

The Wise Fool (CrMe15)

R: Eye, D: Sun, T: Ind
Spell Focus: A Slate (+1)

The target of this spell is completely convinced of some absurd proposition chosen by the caster. This could be that the earth goes around the sun, that water freezes when it gets hot, or that fish grow on trees. The target is able to produce cogent arguments in favor of his position, and seeks to deal with any objections raised. To resist the suggestion requires an Intelligence stress roll against an ease factor of 9. If the roll botches, the idea is held for a full month.

Intéllego Mentem

Know the Longing (InMe20)

R: Eye, D: Mom, T: Ind
Spell Focus: A Small Net (+1)

The caster learns the target's deepest desire. The target need not be consciously aware of the desire, but it is the thing that he wants most.

Curse of the Truthful Nose (InMe35)

R: Near, D: Sun, T: Ind
Spell Focus: A Frog Tongue (+2)
Requisite: Corpus

This spell causes the target's nose to grow by one inch each time he knowingly tells a lie. Noses more than a foot long become floppy. When the spell expires, the nose snaps back into the liar's face with a whiplash sound; this is painful, and particularly long noses may cause soreness for several days.

This spell is not much of an improvement on *Frosty Breath of The Spoken Lie*. It gives no sign of how extreme a lie is and allows magic resistance, since the target's body is affected. The spell's best

feature is probably the comic effect, very important to some Merinita magi.

Muto Mentem

The New Liking (MuMe5)

R: Eye, D: Sun, T: Ind

Spell Focus: A Quantity of Alcohol (+1)

Some or all of the target's preferences are changed. Thus the target likes different kinds of food and drink, different colors and styles of clothing, and perhaps even different kinds of magic (if the target is a wizard). The caster can specify the new preferences, though they cannot be outside the target's capacity.

Strong Feeling of the Fanatic (MuMe5)

R: Eye, D: Sun, T: Ind

Spell Focus: A Satyr Hair (+2)

One of the victim's Personality Traits, chosen at random, instantly becomes +5 (or -5 if originally negative). This Trait must have been marked on the character's Trait list; it cannot be generated out of thin air.

The Lighter Side (MuMe15)

R: Near, D: Sun, T: Ind

Spell Focus: Fox Hairs (+1)

This is a more subtle version of *Contagious Laughter of the Faerie Festival*. The target is suddenly able to see the humor in every situation and responds appropriately, laughing at most every action or word. While under the influence of this spell, the target will get (and appreciate) every joke and pun, and generally laugh at many very inappropriate times. The target may temporarily restrain himself with an Intelligence roll of 6+ in inappropriate situations, modified by appropriate Personality Traits. The spell is canceled if the target ever rolls a 12+.

Traitorous Tongue of the Reversed Intent (MuMe15)

R: Near, D: Sun, T: Ind

Spell Focus: A Mirror (+1)

Everything the target of this spell says comes out exactly reversed. For example, a young fop, proclaiming his true love to his lady, would find himself telling her how much he hates her. This spell is unable to affect other spells, and thus even when spoken, they still come out right. There are some phrases that have no reverse. When this occurs, they come out normally.

The Twisted Path (MuMe15)

R: Near, D: Sun, T: Ind

Spell Focus: A Blurry Map (+2)

The target becomes lost if in unfamiliar territory. The target is not able to find his way out of the area without help while the spell lasts, and after it ends, the target remains lost, but is able to find his way out as any normally lost person might.

The Fickle Heart (MuMe20)

R: Near, D: Sun/Year, T: Ind

Spell Focus: A Drop of Mercury (+3)

The target suffers from extreme personality swings with regard to a single Personality Trait. Each time the trait is called into play,

roll a simple die: on a 1-5, subtract 5 from the trait for that circumstance, on a 6-10, add 5 to the trait for that circumstance. The next time the trait is called into play, reroll.

The target may not resist, but the spell is canceled any time the target succeeds in altering the outcome of the Personality Trait roll by use of Confidence points. The target must make a Personality Trait roll against an ease factor of 9, modified by the base trait score and any Confidence points used.

Mind of the Other Half (MuMe20)

R: Eye, D: Sun, T: Ind

Spell Focus: A Hermaphroditic Doll (+2)

The target of this spell thinks he is of the opposite gender. He is thoroughly convinced of "his" gender, and does not recognize obvious physical discrepancies. He insists on dressing and behaving (in)appropriately, and argues quite passionately with anyone who suggests "he" is confused.

Chaos of the Changing Skills (MuMe30)

R: Near, D: Sun, T: Ind

Spell Focus: Knuckle Bones for Gambling (+1)

Every one of the target's Abilities changes in a random manner. To determine what effect the change has, two dice should be rolled. The first roll determines if the skill increases (on 1-5) or decreases (on 6-10). The second roll determines how much it changes. On a 1-5 the level changes by one, on a 6-8 it changes by two, and on a 9-10 it changes by three.

When cast upon a magus, these changes may extend to the magical Arts as well. A Vim Requisite is required if scores in Magical Arts are to be changed.

Gift of Hot Blood (MuMe30)

R: Eye/Sight, D: Season/Perm, T: Bloodline

Spell Focus: A Small, Lit Brazier (+4)

The members of the bloodline of the immediate target have all their emotions greatly enhanced in strength. They react more intensely than normal (or reasonable) to any situation, but the way in which they react is normal (for example, anger at an insult, lust for a pretty woman). This is a good, subtle curse.

Town of the Crazy Martyrs (MuMe30)

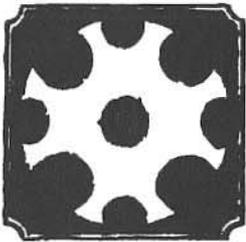
R: Near, D: Sunrise (Special), T: Bound

Spell Focus: Satyr Hair (+2)

At the start of this spell, the magus paces out an area that is no larger than a square mile in area (larger than an average village or covenant). All inside this area are at once affected as if by the spell *Strong Feeling of the Fanatic* (MuMe(F) 5, see above). When someone leaves the area, the effects on him end, and anyone who enters this area must resist the magical spell or at once be affected. The spell lasts until the next Sunrise, not Sunrise/Sunset.



Muto Mentem



Traitor's Grief (MuMe30)

R: Eye, D: Bargain (Moon), T: Ind
Spell Focus: A Book of Penances (+1)

If the target breaks the agreement, he is overwhelmed with guilt and remorse for a month. This feeling is extremely intense, and almost certainly leads to confessions and reparations in proportion to the crime. The caster has no control over how, exactly, the target reacts, however. It is normal for the caster to tell the target "If you break this agreement, you will regret it."



Perdo Mentem

The Drunkard's Gift (PeMe20)

R: Eye, D: Sun, T: Ind
Spell Focus: Bottle of Alcohol (+3)

The target of this spell instantly becomes very drunk. The target is not so drunk that he cannot stand up, but is drunk enough that he cannot walk straight and is liable to do or say very stupid things. With

the original faerie power, the target's breath smells strongly of apples.

**Perdo
Mentem**

Bliss of the Carefree Child (PeMe35)

R: Near, D: Sun/Perm, T: Ind
Spell Focus: An Apple (+1)

The target completely loses track of time for the duration of the spell, having no idea how long anything is taking and not fully understanding references to time (including any consequences of tardiness). He sleeps when tired, eats when hungry, and generally responds without any understanding of what time it is or how long anything takes.

Targets of this spell are often very lackadaisical, and always procrastinate until they feel like doing something. Appropriate Personality Trait rolls will be skewed by 3 to 5, at the storyguide's discretion.

Rego Mentem

Curse of the Absent Magic (ReMeGen)

R: Eye, D: Special, T: Ind
Spell Focus: A Non-Magical Wand (+2)

The target of this spell thinks he has lost his ability to work magic. He thinks he is unable to cast spells, and that any spells he has cast have failed to work. Spells activated from items also seem to have failed. This spell does not actually affect the ability to cast or activate spells, so the target still casts any spells he tries (assuming the appropriate rolls succeed, and so forth). However, he is unable to see the results of these spells, and subconsciously avoids doing things that would prove a spell had been cast. This spell lasts until the target casts spells of a total level equal to twice that of this spell. At that point this spell ceases to delude the target. This spell was designed to provide an object lesson in humility for magi with-

out actually depriving them of their Gifts, which would break the Code of Hermes.

Enforce the Drunken Act (ReMe15)

R: Eye, D: Mom, T: Ind
Spell Focus: An Alcoholic Drink (+2)

The target of this spell does one thing specified by the caster. The action must be such that, if the target were drunk, he might do it of his own accord. A guard, for example, would probably not kill a companion, but might decide to kiss him. The action must be one that can be accomplished fairly quickly, such as singing a drinking song or doing a handstand. Sometimes, if the caster knows a target's emotions, he might elicit a violent or other strong response.

The Game of Life (ReMe40)

R: Near, D: Sun/Perm, T: Ind
Spell Focus: A Playing Piece from a Game (+2)

The caster gives the target a certain "part" to play in "the game" which the target plays to the fullest of his understanding and ability. The target acts to the best of his ability, but keep in mind that it is only acting — the target does not gain any special abilities, and will have to fake things beyond his knowledge or ability as well as he can. When the spell is initially cast, and whenever the target's role requires some action which conflicts with his nature, the target may make an Intelligence roll. A result of 9+ cancels the spell.

Faerie Terram Spells

While some faeries are notoriously averse to metal, especially iron, others are attuned to the earth, and are quite at home with worked metal and stone. These faeries may be affected by Terram spells, as may special items made of faerie iron or other exotic and fay materials.

Creo Terram

Accompaniment of the Falling Fossils (CrTe40)

R: Symbol, D: Sun, T: Ind
Spell Focus: A Fossil (+3)

This spell is targeted on an individual person. That person then finds small, strangely-shaped rocks materializing above his head and dropping on him. The rocks drop at random, but average one every 10 minutes. They do not cause damage, but are annoying and distracting, as well as difficult to explain. The rocks may take the shapes of the skeletons of strange animals, carvings of words, or abstract shapes. The fallen rocks all disappear when the spell expires.

Intéllego Terram

Scent of Iron (InTe10)

R: Far/Sight, D: Conc, T: Small
Spell Focus: A Lodestone (+4)

The caster of this spell is able to sense any iron within range. He can tell approximately how much iron there is, how pure it is, and how it has been refined, if at all. He cannot directly tell what it has been made into, but a simple roll of Intelligence + Craft—Blacksmith versus an ease factor of 9 allows him to make a good guess from the information the spell gives him.

Muto Terram

Seat of Yielding Stone (MuTe1)

R: Touch, D: Sun, T: Small
Spell Focus: Lump of Clay (+2)

This spell causes the rock the caster touches next to mold itself to his form, making a very comfortable seat. When the caster stands up again, the rock retains its shape as a seat. This spell also allows the caster to leave footprints in solid rock. Molded shapes may slowly return to their original form once the spell expires.

Golden Protection (MuTe3)

R: Per/Touch, D: Sun, T: Ind
Spell Focus: A Small Golden Sword (+2)

Any metal weapon that successfully strikes the target is turned to pure gold at the moment it strikes. Since gold is much softer than steel, the weapon causes five fewer points of damage than it would normally. The increased weight and bending on impact render the weapon either useless or extremely inefficient after that attack. After the spell expires, the gold turns back into hard metal, and the weapon retains any new shape it has acquired.

Perdo Terram

The Healthy Appetite (PeTe10)

R: Per, D: Mom, T: Small
Spell Focus: A Snake's Jaw (+2)
Requisite: Corpus

This spell allows the caster to stretch his mouth to fit anything up to Size -2, and then swallow the thing. This does not damage the caster in any way, no matter how volatile the substance. Where the swallowed object (or being) goes is unknown, but some Merinita magi joke that this is the fastest way to get to Arcadia.

The Broken Link (PeTe20)

R: Near/Sight, D: Mom, T: Small
Spell Focus: A Cutting Instrument (+1)

This spell breaks the most vital buckle on the target's person. The caster need not know which is the most vital. Thus, if the spell is cast on an attacking warrior, he might lose his sword belt. If cast on someone giving a speech, he might lose his trousers. The spell

only affects Terram buckles, although there are analogous spells for leather and wool (Perdo Animal), and for plant cords, such as rope (Perdo Herbam).



Rego Terram

The Living Statue (ReTe15)

R: Touch/Near, D: Conc, T: Ind
Spell Focus: A Small, Jointed Statue (+2)

The caster may move a statue by concentrating on it. The statue moves like a living being, but has no independent mind, and stops moving as soon as the caster ceases concentrating. The movement does not damage the stone of the statue, and it holds whatever position it was left in when the spell ceases. Since this spell may be used for surrogate combat, assume that a man-sized statue has a Soak of +15 and 10 Body levels, none of which cause penalties when lost. The statue attacks as if it were the caster, although with a -5 to Attack rolls and +15 Damage. The spell is not limited to humanoid statues; it can also animate statues of animals.



Creo Vim

Blessing Against Blades (ReTe30)

R: Touch, D: Sun/Year, T: Bloodline
Spell Focus: A Shield (+3)

This spell protects all members of the target bloodline from any blow from a metal weapon of which they are aware.

Faerie Vim Spells

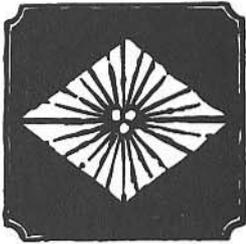
While most faeries are inherently magical, that magic is not the Hermetic magic represented in Vim. Accordingly, faerie magic has a more difficult time affecting Vim, although it can be done.

Creo Vim

The Phantom Faerie (CrVi30)

R: Near/Sight, D: Sun/Perm, T: Ind
Spell Focus: A Fox Tail (+2)

The target of this spell appears fay while this spell is in effect. Appearance is only slightly modified, but the main effect is to give the target a fay aspect. Others react to the target appropriately, especially faeries. This effect is similar (but not identical) to the -1 Flaw Magical Air (see ArM4, page 47).



Intéllego Vim

See the Linkages (InVi45)

R: Sight, D: Mom, T: Ind

Spell Focus: A Clear Crystal (+2)

With this spell the caster can see what items are considered by a faerie to be part of its being. Each casting of this spell only affects one faerie, but that faerie may be anywhere within range.



Muto Vim

Banish the Faerie Curse (MuViGen)

R: Touch/Near, D: Perm, T: Ind, Ritual

Requisite: Animal

This spell is designed to undo faerie spells, powers, and curses affecting animals, people, and objects. The level of this spell must exceed the level of the effect afflicting the target, or must exceed the Faerie Might of the being that inflicted the curse. If the level of this spell overcomes the targeted effect, this spell transforms the target magic into a small, fanciful creature. The creature usual-

Intéllego Vim



ly scuttles or flies away, though particularly nasty curses or powers may remain and try to bite, scratch, or sting anyone they get near. The creature's body may contain vis, but killing the creature may also result in the banished effect affecting the killer (at the storyguide's discretion). If allowed to go free, the creature may return to its caster to report its removal.

Weird Winds (MuViGen)

R: Reach/Near, D: Mom, T: Ind

Spell Focus: A Butterfly (+1)

This spell transforms a Hermetic spell effect into something that more closely resembles a Faerie Magic effect. Flashy spells just become flashier, but spells designed to hurt someone or something may be more significantly affected. Refer to the guidelines that describe the difference between Faerie Magic and standard Hermetic magic on page 138 for ideas. This spell must at least equal the target spell in level, but a greater difference in magnitudes will give a greater modification.

Perdo Vim

The Straight Faced Lie (PeViGen)

R: Per, D: Sun, T: Ind

Spell Focus: A Fox Tail (+2)

Requisite: Mentem

While under the influence of this spell, lies the caster tells may not be magically detected by formulaic spells of less than twice this spell's level. Furthermore, no matter how poorly the caster usually deals with interpersonal communications, he is able to speak lies as if they were the utmost truth. This spell will in no way affect a quaesitor Oath of Truth ritual.

Rego Vim

Spell Net (ReViGen)

R: Reach/Far, D: Mom, T: Special

Spell Focus: A Small Golden Net (+1)

This spell allows the caster to catch a spell that has been cast within range, and throw it anywhere he likes. The spell need not have been intended for the caster, but must be at least five levels lower than this one. Your total of Quickness + Finesse - Encumbrance must exceed the other caster's, and the caster must make a Perception + Finesse roll against an ease factor of 9 to catch the spell (the storyguide should be creative with botches on this roll). The caster can then redirect the spell as desired by making a Dexterity + Finesse roll against an ease factor of 6, modified by the Aimed bonus of the captured spell. The captured spell must be redirected immediately or it takes effect upon the caster. This spell does not grant knowledge of what the trapped spell does until after it is redirected.

TONIA

Chapter 12

Spells



Animál Spells

Creo Animál

The Mended Tear (CrAn4)

R: Touch, D: Sun/Inst, T: Small

Spell Focus: A Needle and Thread (+1)

This spell flawlessly mends a tear in any fabric made of animal products, such as wool or leather. A similar Creo Herbam spell exists to mend fabric made of plant fiber, such as linen or cotton.

The Venomous Blade (CrAn10)

R: Touch/Near, D: Sun/Inst, T: Ind

Spell Focus: A Serpent's Tooth (+3)

Requisite: Perdo

This spell creates a serpent's poison on a blade or arrowhead. Anyone wounded by the weapon is affected by its poison and must make a Stamina stress roll against an ease factor of 9. Those who fail their roll take an additional Body level of damage each round for the next three rounds. Those who make their stress roll only suffer one extra Body level. If the target botches the Stamina roll, an additional (fourth) Body level is lost. Once the poison is in the victim, it cannot be neutralized or removed except by magic. If the same target is stabbed again, the poison does not affect him further. Each casting of this spell creates enough poison to affect one person. Unused venom vanishes when the spell expires.

Wizard's Hat of Rabbits (CrAn20)

R: Touch, D: Sun/Inst, T: Small

Spell Focus: Body Part of Desired Animal Type (+1)

This spell creates any animal up to Size -3. The caster puts his hand some place that cannot be seen by anyone, such as up his sleeve, and produces the desired animal. The animal acts as if taken in hand from its nest.

Intéllego Animál

Vision of the Mastered Beast (InAn15)

R: Near/Sight, D: Mom, T: Ind

Spell Focus: An Animal Collar (+2)

The caster gets an image of the target animal's master, if any. For example, a wolf would reveal its pack leader, while a sheep would show its herdsman. The vision gained is often from the ani-

mal's perspective, so if the animal is afraid of its master, that master may appear monstrous.

Muto Animál

The Unseen Chef (MuAn10)

R: Near, D: Mom, T: Small

Spell Focus: A Spit (+2)

Requisite: Herbam

This spell instantly converts raw ingredients into a well-cooked meal. One casting prepares a meal for one, and the caster may determine the precise dish created. All the necessary ingredients must be gathered in a pile, although no preparation need be done. Any missing ingredients are left out of the meal. If plates and dishes are placed with the ingredients, the meal is created on them. Waste from the ingredients, such as carrot tops or rabbit skins, are placed to one side of the food. The quality of food prepared is often a reflection of the magus' own cooking skill, although the food is always edible.

Twinning the Tome (MuAn20)

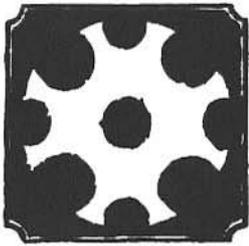
R: Touch, D: Perm, T: Ind, Ritual

Requisite: Imáginem

This ritual links a pair of books or scrolls through sympathetic magic, causing any writing in one to appear in the other. The two books must be almost identical in size and shape. This spell can be used to scribe multiple copies of a book, or communicate between distant places, or keep a safe copy of a journal while traveling. Words already written in one book are copied to the other when the spell is cast, and from that time on changes in one copy appear instantly in the other.

If one book is damaged or destroyed, faint lines appear on the copy appropriate to creases and tears. Shadows appear on one page where water may have caused ink to run on the corresponding page. Parchment takes on a sooty cast where the other book is burned.

Note that this is an expensive way to copy books, since it requires four pawns of vis to cast. Also, the copies are arcane connections to each other, and most magi are not keen on lending out items that grant such connections to their libraries. So, more vis would need to be spent on a ritual to magically disentangle the two.



Carrier Pigeon (MuAn25)

R: Reach, D: Sun/Moon, T: Small
Spell Focus: The Message in Written Form (+1)

Requisite: Auram, Imáginem, Rego

The spell creates a carrier pigeon which bears a message to a specific person from the caster. The pigeon delivers the message, which can be no longer than two sentences, by singing it to the recipient. The pigeon must actually travel the route from the caster to the recipient, though it does not get lost, and will successfully find the recipient even if he is moving himself. If the spell expires while the pigeon is en route, the message is lost.



Voice for Bjornaer (MuAn25)

R: Per/Touch, D: Sun/Year, T: Ind
Spell Focus: An Animal Tongue (+1)
Requisite: Corpus

The target Bjornaer magus becomes capable of speaking while shifted into heart-beast form. When this spell is cast, an Intelligence + Finesse roll against an ease factor of 6 permits perfect human

Perdo Animál

speech. Lower rolls penalize spell casting rolls by the difference between the ease factor and the roll. This spell may be cast while the target is in human or heart-beast form, and will apply to any heart-beast form taken during the duration of the spell.

Perdo Animál

The Cook's Special (PeAn4)

R: Touch, D: Inst, T: Small
Spell Focus: A Butcher's Knife (+1)

With this spell meat can be cut with such accuracy and finesse to draw the envy of a skilled cook. For example, meat may be sliced thinly enough that slices layered together can be made to look like a rose on the plate. This spell cannot harm people or living animals.

The Unraveled Seam (PeAn15)

R: Near/Sight, D: Inst, T: Ind
Spell Focus: A Small Knife (+1)

This spell affects any single item of clothing that has been woven or knitted in some way, causing the item to unravel, falling to the ground as a single thread within a few rounds. This version affects woolen cloth, although a similar Perdo Herbam spell would affect cotton or linen cloth.

Rego Animál

Ill Temper of the Wild Mare (ReAn5)

Spell Focus: Hair from the Mane of an Untamed Horse (+3)
R: Eye/Near, D: Mom, T: Ind

This spell causes the targeted horse to suddenly rear up and attempt to throw its rider (if it is able to do so normally). Riders require a skill roll to stay on a beast affected by this spell, with an ease factor dictated by the type and vigor of the horse. If properly

agitated, the animal may continue to behave in a wild manner, but only if it is in its nature to do so normally.

Determent of the Dog's Bark (ReAn10)

R: Per/Touch, D: Diam, T: Group
Spell Focus: Tail of an Escaped Weasel (+4)

Dogs will not bark at the target when he approaches or passes by, but they may still take notice of the target normally (or bark at any other thing which attracts their attention). Particularly ferocious or dutiful dogs may still attack the target, though they will not bark. If the Spell Focus is employed, the weasel must be released into the wild without its tail, and the focus only remains useful as long as the weasel lives free. A higher magnitude version of this spell could elicit the silence of all manner of non-magical beasts.

Violence of the Long Calmed Beast (ReAn20)

R: Near/Sight, D: Mom/Perm, T: Ind
Spell Focus: A Murder Weapon (+3)

The target animal suddenly feels violent and rebellious. It lashes out against those it thinks are responsible for its misery. If the duration is extended to Permanent, the animal's anger persists, otherwise it fades normally.

The Eager Fish (ReAn25)

R: Near, D: Mom, T: Group
Spell Focus: A Fishing Net (+3)
Requisite: Aquam

This spell causes small to medium-sized fish of all varieties to leap out of a sea or lake and onto the deck or shore on which the caster stands. Not all fish so caught are edible, and the catch will need to be sorted. One casting provides enough food for a large group for a day.

Revenge of the Slaughtered Lamb (ReAn30)

R: Far, D: Conc, T: Group
Spell Focus: A Hyena's Claw (+2)
Requisite: Creo

The target of this spell may be any carcass, cooked or raw, of an animal up to Size +2. The carcass may have been partially dismembered or carved, but at least half of it must still be present and intact. In the round after the spell is cast the carcass sprouts body parts, all similar to its original features. Cooked carcasses sprout cooked limbs, plucked birds are bald, and so on. At the beginning of the next round, the creature rises and attacks any target the caster desires. Its attack ceases when it is destroyed, the caster loses concentration, or the target is slain.

The beast has the same combat scores as when it was alive, except that its Soak is increased by +8 and its Damage by +5. It only has one Body level.

Enchantment of the Carrier Pigeon (ReAn35)

R: Sight, D: Sun/Moon, T: Small
Spell Focus: Leaf of a Plant that Grows at the Destination (+3)

This spell first compels a bird the caster can see to land in his palm. After this the caster commands the bird to travel to a destination he is familiar with. The caster must physically attach a message to the bird for it to transmit information. If the spell expires before the bird reaches the destination, it will return home, any message undelivered.

Taming the Defiant Horse (ReAn35)

R: Touch, D: Perm, T: Ind, Ritual

The target horse is forever tame, and loses its will to refuse any human rider. The animal may retain its wild nature among its own

kind, but remains docile towards men. This ritual must involve spurs, a bit, or a bridle made from melting a sword that killed a man.

Lure the Lost Beast (ReAn40)

R: Touch, D: Sun/Moon, T: Sight, Ritual

This spell enchants a particular site so that all stray or lost animals of a specified species, within a 10 mile radius, are attracted to the place. Magical and intelligent animals are usually immune to this spell's effect. The spell may be used to attract escaped horses, to bolster a covenant's flocks, or to draw in rare creatures without having to search for them. A covenant may become unpopular with local mundanes for stealing away their lost animals.

Aquam Spells

Creo Aquam

Encase in Ice (CrAq4)

R: Touch/Near, D: Sun/Moon, T: Ind

Spell Focus: A Piece of Ice (+3)

Requisite: Terram

This spell captures the target in a thick layer of ice, dramatically slowing his metabolism. The target's physical condition neither improves nor worsens until the spell ends. While held in ice, the target is not aware of outside events. A strong blow to the ice (crushing damage to exceed a 15 Soak) or 10 minutes worth of chipping breaks the cage and ends the spell. There is some danger of harming the encased target while trying to chip him out. All damage done to the ice which exceeds a 20 Soak begins to harm the person inside; compare damage above 20 to the encased target's Soak.

While this spell is useful for preserving the lives of grogs and mortals who cannot be saved right away, it is also useful as an offensive spell. Encasing an enemy in ice takes him out of action, and makes him an easily transported prisoner.

Tears of the Crocodile (CrAq4)

R: Near, D: Mom, T: Ind

Spell Focus: An Onion (+2)

Requisite: Corpus

This spell brings tears to a person's eyes, creating the appearance that a person is, or recently has been, crying.

Dagger of Ice (CrAq5)

R: Near, D: Mom, T: Small

Aimed: +3

Spell Focus: An Icicle (+2)

Requisite: Rego

This spell creates a dagger of ice which is propelled toward a target. The weapon has the statistics of a thrown knife, but with +5 Damage (rather than a thrown knife's normal +3 Damage). It also causes the loss of a Fatigue level in addition to any normally-determined damage as cold spreads through the target's body.

Dripping Water of Insanity (CrAq5)

R: Touch/Near, D: Sun/Moon, T: Ind

Spell Focus: A Ladle (+2)

Requisite: Rego

Once every few seconds, a single drop of cold water is created and falls onto the target's head. The water emerges under any pro-

TECTIVE gear the target wears, but if he shaves his head and swathes it with thick cloth, he can reduce the spell's effect.

The water strikes as if fallen from about three feet up. This is not enough to do physical damage, but after a day the target slowly goes mad. Each day the target must make an Int + Concentration (+/- appropriate Personality Traits) stress roll against an ease factor 9 to keep his cool. Half the amount by which the target missed the roll, rounded up, is applied as a penalty to further Personality Trait rolls involving calm and serenity, and also to Concentration rolls (including the next check to stay sane). If the target's head is swathed as above, the ease factor for the roll is 6. If the Concentration roll is botched, all Personality, Concentration, and related rolls are modified by -9 for the day.

Satiating the Drunkard's Thirst (CrAq10)

Spell Focus: Corked Bottle of Wine (+2)

R: Eye/Far, D: Sun/Inst, T: Ind

Requisite: Corpus

The target's belly is filled with wine, the result being that he is immediately drunk. The target must roll Sta + Carouse of 9+ to avoid the spell's effect, and the amount by which he fails is subtracted from all his subsequent actions (except Stamina, which increases by the same score) until the spell subsides. Targets who fail the roll by more than 6 are likely to pass out. If the Spell Focus is used, the cork is removed at the completion of the spell and the scent wafted towards the target, signifying the target's temptation to strong drink. If the target then drinks from the bottle, the Spell Focus gives a +5 bonus. Unless the wine is made permanent with the use of vis, the victim of this spell suffers no hangover. Rumor has it this spell was invented to embarrass an intrusive (yet obviously not altogether pious) monk in front of his superiors.

Blade of White Death (CrAq15)

R: Per, D: Special, T: Ind

Spell Focus: A Handful of Tiny Diamonds (+3)

Requisite: Terram

This spell creates a sword made of magical ice. The sword has the statistics of a longsword, except with +12 Damage because of the blade's chilling touch. It is hard enough to penetrate armor, but if the wielder loses his grip on the hilt the sword begins to melt, melting enough to become useless within ten minutes. If the Spell Focus is used, the diamonds are thrown into the air where the sword manifests. When the sword is released, the diamonds can be recovered from the melting ice. An Ignem spell of level 25 or higher can melt this sword, even if the sword has not already started to melt.

Denial of the Frozen Ice (CrAq15)

R: Near, D: Sun, T: Ind

Aimed: +1

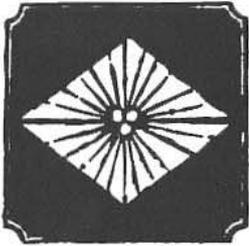
Spell Focus: A Tool that has Jammed (+1)

Requisite: Terram

This spell creates a small amount of water around the target and freezes the water. This effectively immobilizes the moving parts of the target. The grip of the ice can be broken by someone else



Creo Aquam



with a Strength roll of 6+. If the target tries to break the grip, a Strength roll of 9+ is needed. If the roll is botched, a Fatigue level is lost.

Ice Slide (CrAq25)

R: Near, D: Sun (Special), T: Str
Requisite: Terram

This spell creates a slide, constructed of ice, starting near the caster and proceeding downward a number of paces equal to twice the casting total for this spell. The slide is at a steep angle of 30 degrees, but can be directed into graceful spirals and otherwise aimed to a particular location. The slide has raised sides and is quite slippery, so that a character can easily and safely travel about 30 paces per round along it. The slide begins to melt normally, and becomes unsafe for travel by a Size 0 creature after about 10 minutes in hot weather. The slide disappears at sunrise or sunset regardless of the weather.



**Intéllego
Aquam**

Intéllego Aquam

Secret of the Submerged Prize (InAq15)

R: Near, D: Mom, T: Ind
Spell Focus: A Pearl (+3)

This spell allows the caster to ask a body of water about the location of an object submerged within it. Responses might be "near the rock" or "by the boat." However, if the water body is large and there is no point of reference, the water's description of a location might be vague. The water does not indicate the depth of the submerged item. A casting requisite is required according to the Form of the item sought.

Muto Aquam

Water of Ineffable Sweetness (MuAq10)

R: Near, D: Sun/Inst, T: Ind
Spell Focus: A Dram of Fresh Water (+3)

This spell converts a barrel full of salt water into fresh water. This is the only change made, so salt water that is contaminated in some way becomes similarly contaminated fresh water. In the original version, the water smells strongly of the sea, but tastes completely fresh.

Ink of the Traitor's Contract (MuAq20)

R: Touch, D: Perm, T: Small, Ritual

This spell changes a bottle of water into a bottle of ink. The bottle becomes an arcane connection to the ink, and the ink is thus vulnerable to later change. Further, if the spell on the bottle is undone, the ink (including any ink that has been used for scribing) reverts to water.

Touch of Pure Water (MuAq20)

R: Per/Touch, D: Sun/Moon, T: Ind
Spell Focus: Vial of Pure Spring Water (+2)

All liquids touching the magus's skin or lips for the duration of the spell turn into pure water. The target can ignore damage from acids or poisons doing up to +25 Damage, but anything

stronger overwhelms this spell. The target cannot become intoxicated, as alcohol also changes into water when drunk. With an Ignem casting requisite, water can also be heated or cooled to an appropriate temperature so the target avoids being scalded or chilled.

Blood of the Dragon (MuAq40)

R: Near, D: Sun, T: Ind
Spell Focus: Dragon's Blood (+5)
Requisites: Perdo, Corpus

This spell transforms a large amount of the target's blood into acid. Natural resistance rolls are based on Stamina against a difficulty 9, with botches resulting in an extra +5 Damage. The acid does +30 Damage to the target, and circumvents the protection of armor. As the damage is internal, only Medicine or magic can be used to treat the target. A similar version of this spell with an Animal requisite can be used against creatures.

Perdo Aquam

Shatter the Icy Fortress (PeAq30)

R: Near, D: Inst, T: Group
Spell Focus: A Hammer (+2)
Requisite: Terram

This spell shatters ice and other frozen liquids. All ice within range is reduced to powder in the blink of an eye. Objects encased in ice go undamaged. If this spell is used against creatures made of ice, it causes them +20 Damage. Faeries of Light and Dark Winter are not fond of this spell.

Rego Aquam

Alchemist's Touch (ReAq5)

R: Reach, D: Mom, T: Small
Spell Focus: A Sieve (+1)

When this spell is cast the caster pours a liquid from one container to another. The spell works as a magical filter, so that chosen aspects of the liquid remain in the original container. By means of this spell the caster can remove a poison, taste, color, smell, or other property known to be in the substance poured. The liquid properties left in the original container are more potent than before (because they are now less diluted), with effects determined by the nature of the property left behind. The liquid caught in the second is also purified or altered as desired.

Whip of Water (ReAq10)

R: Touch, D: Sun, T: Small
Spell Focus: A Leather Thong (+1)
Requisite: Creo

This spell forms water into a whip which the caster can wield without difficulty, using Finesse in place of a Weapon Skill. The whip has the basic statistics of the mundane weapon, with a few special properties. The water whip can extend up to 5 paces, yet retract to be carried without encumbering. It cannot be parried with a weapon, but it also cannot parry or entangle weapons. Thus, the Whip of Water ignores any Defense bonus an opponent's weapon gives, and the Whip of Water gives no Defense bonus itself. The only exception is that shields can parry the Whip of Water.

Freedom Within the Waves (ReAq15)

R: Per/Touch, D: Sun/Moon, T: Ind
 Spell Focus: A Fish's Fin (+1)

This spell enables the target to move freely through water or other liquids without being encumbered or slowed. The target may choose to swim or simply walk along the bottom. The spell does not grant the ability to swim or to breathe water, although it does keep water from soaking the target's possessions. Torches carried underwater can burn with suitable *Creo Ignem* spells, since they are not wetted.

Change the River's Path (ReAq30)

R: Near, D: Conc/Perm, T: Special
 Spell Focus: A Shovel (+2)

This spell causes all the water within range to flow in any general direction the caster desires. The water can't fly into the air, but can be made to flow uphill, funnel into a bottle, cover the ceiling of a cave instead of the floor, or propel a swimmer at up to 20 paces per round. The redirected flow can erode earthen structures and create new stream beds. Once the caster ceases concentrating, the water resumes natural flow; if a new stream bed was formed, the water may run in that direction instead.

Soften the Water's Blow (ReAq30)

R: Far, D: Conc, T: Special
 Spell Focus: Salt (+1)

This spell affects a circle of water 10 paces across such that it rises to meet someone falling toward it and cushions his fall. Anyone diving or falling into the water emerges undamaged as long as the water is at least 10 feet deep.

Fulgurous Orb (CrAu35)

R: Near/Sight, D: Mom, T: Room
 Aimed: +2

Spell Focus: Amber (+2)

This spell creates a fist-sized, crackling ball of lightning in the caster's open hand. Sometime within the next three rounds he may hurl it at any target within range. On contact, it unfolds into a web of lightning bolts. The target hit by the orb itself takes +25 Damage. All those within two paces are struck by the lesser bolts and take +15 Damage.

Anyone within four paces of the web, including those caught within it, must make a Stamina stress roll to resist the ensuing thunderclap. See the following chart to determine the results:

12+	Unaffected
9-11	Deafened for a round
6-8	Deafened for a round ringing in ears for the scene
3-5	Deafened for a round ringing in ears for a day
0-2	Deafened for a round ringing in ears for a season

botch Permanent hearing loss (see -1 Flaw Missing Ear)

Ringing in the ears causes a -2 to hearing Perception rolls. This hearing loss can be repaired with an appropriate *Creo Corpus*



Creo Auram

Auram Spells

Creo Auram

Blinding Cloud of Soot and Smoke (CrAu10)

R: Near/Far, D: Diam, T: Room

Aimed: +3

Spell Focus: Ashes (+3)

A thick cloud of smoke and soot forms in the air where the caster designates, beginning nearest to the caster and spreading rapidly outward to encompass a 10-pace radius. All those within must make a Stamina stress roll of 9+ or lose a Fatigue level as they inhale the ashes and begin coughing. This spell is useful for covering a retreat. If the Spell Focus is used, the caster tosses the ashes into the air and the cloud expands from them.

Wizard's Avalanche (CrAu20)

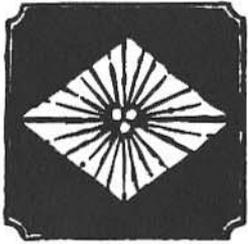
R: Sight, D: Mom, T: Str

Spell Focus: Two Pieces of Wood Clapped Together (+1)

This spell creates a sound capable of causing an avalanche, if a suitable snowy slope lies in the direction of the caster's pointed hand. The actual sound made is determined by the caster, and will be influenced by the caster's sigil and situation. If the casting roll is botched, the avalanche may start somewhere else, probably somewhere that jeopardizes the caster.



RCH-5-98



spell. A scene is a period of time in which the current setting and flow of time do not change.

Intéllego Auram

Sense the Distant Air (InAu35)

R: Arc, D: Conc, T: Ind, Ritual

This spell tells the caster the present weather conditions of any area to which the caster has an arcane connection. The arcane connection can be with the place or with a person there.



Muto Auram

Images in the Fog (MuAu45)

R: Far, D: Conc/Sun, T: Room

Spell Focus: A Bottle of Fog (+1)

This spell allows the caster to shape a room-sized volume of fog or other ground-level gases within range into any shape desired, which is held as long as the caster maintains concentration. The wind will

not undo the figure, but if the fog is dissipating naturally, your figure will dissipate as well. If the duration is extended with vis, the figure holds its shape until the spell expires or the fog dissipates, whichever comes first.

Intéllego Auram

Perdo Auram

Kill the Living Air (PeAu35)

R: Near/Sight, D: Mom, T: Ind

Spell Focus: Air Bottled from an Air Elemental (+4)

This spell destroys the air of an air elemental, causing the creature harm. It does +25 Damage to air elementals.

Rego Auram

Treading the Path Among the Clouds (ReAu5)

R: Per/Touch, D: Conc/Sun, T: Room

Spell Focus: Alder (+3)

Requisite: Corpus

The target may walk upon clouds as if they were solid, albeit slightly soft, ground. The cloud upon which the target stands will continue to move wherever the prevailing winds carry it, though if another one passes nearby, the target may jump to it and ride along with the new cloud. The difficulty of this spell lies in reaching a cloud in the first place.

The Traveling Thistledown (ReAu20)

R: Per/Touch, D: Sun, T: Ind

Spell Focus: A Fuzzy Seed Carrier (+2)

This spell renders the target naturally buoyant and offers him control over air to provide breezes that can propel him at speeds of up to 20 miles per hour. If left unattended, the spell provides whatever breezes were last called for. Changing these breezes (speed or direction) requires an average Concentration roll, with a failed attempt leaving the breezes unchanged. Breezes can be changed at five miles per hour per round, so the target has limited accelera-

tion. This spell works particularly well in conjunction with *Wings of the Soaring Wind* (ReAu 20), since the caster will not drop like a rock if he loses concentration on that spell.

Call Aeolus' Servants (ReAu25)

R: Near/Sight, D: Conc/Sun, T: Room

Spell Focus: A Small Bag (+1)

This spell conjures a stiff wind that blows into the sails of the ship on which the caster travels. The direction of this wind is under the caster's control, but he must make an Int + Concentration roll against an ease factor of 9 to change it. The Spell Focus, if used, is opened at the start of the spell, and closed at the end.

Prison of the Zephyrs (ReAu25)

R: Near/Sight, D: Conc/Sun, T: Ind

Spell Focus: Bottled Breath of a Zephyr (+5)

This spell creates a circular wall of whirling winds around the target. Taking a step in any direction requires a Str + Size roll of 12+ to avoid being buffeted to the ground for +5 Damage. If this roll botches, some important possession or item is lost and cast outside the ring. The ring of winds does not move, so breaking free of the spell without magic requires making the roll to avoid being buffeted.

Attacks through the prison, in either direction, suffer a -6 modifier to the Attack roll, and incur three extra botch dice. If a melee weapon is used, the wielder must make a Strength roll of 6+ to retain his grip on the weapon. If this roll to hold on botches, the weapon may be broken by the winds.

Corpus Spells

Creo Corpus

Beauty of the Princess (CrCo10)

R: Per/Touch, D: Sun/Moon, T: Ind

Spell Focus: Powdered Pearl (+3)

Requisite: Imáginem

This spell removes all visible signs of age, making the target appear as young as desired. Only the target's Size may not be changed. This effect is only superficial, and does not change any of the target's physical traits. The change can be resisted with a Stamina roll of 6+ when cast on another.

Earthly Remains (CrCo15)

R: Reach, D: Sun/Perm, T: Ind

Spell Focus: Coffin in Which Someone Was Buried Alive (+3)

This spell creates a corpse. The caster may determine the state of decomposition and the apparent manner of death. The body may have any appearance, but if made to look like someone, the caster must use an arcane connection to that person, which becomes part of the corpse. After the spell is cast, the corpse itself can be used as an arcane connection to the person it resembles. Others can see through your ruse on an Intelligence stress roll of 9+, with a +2 bonus if they are familiar with the person simulated. On a botch, the observers are totally convinced of the identity and cause of death of the corpse.

Morning Without Regret (CrCo15)

R: Touch, D: Sun, T: Group
 Spell Focus: Hair of a Dog (+1)

This spell removes the symptoms of a hangover from the target. As with most healing spells the relief ends when the spell does and the hangover returns in force. This spell is useful in getting the grogs up and going after a night of heavy drinking.

Sobriety of the Pious Abbot (CrCo20)

R: Touch/Near, D: Sun/Inst, T: Ind
 Spell Focus: Water from a Monastery Well (+4)

Removes the effects of drunkenness on the target. If the target is an drunkard, this may anger him or make him feel quite poor (by decreasing his Stamina score, for example). If the Spell Focus is used, the target must drink the water.

The Permanent Semblance of Life Returned (CrCo70)

R: Touch, D: Perm, T: Ind, Ritual
 When cast upon a corpse with only minimal wounds or mutilations (or which has been healed until it only has minor damage), this spell removes pallor from the skin, prevents rigor mortis, and causes the corpse to seem to breathe and live. All vital signs return, although there is no actual life. The corpse appears to be in a deep sleep from which it cannot be roused unless Rego Corpus spells are used to give it a greater semblance of life.

The body cannot have been subjected to a Church ceremony. As its functions are alive, the body does not decay as a natural corpse would. The body retains the physical traits it had in life, although there is no animating mind.

Intéllego Corpus

Recall the Heart's Final Pulse (InCo5)

R: Touch, D: Mom, T: Ind
 Spell Focus: The Heart of a Dead Magus (+6)
 Requisite: Mentem

By touching a corpse, the caster gains a sense of the feelings and thoughts felt by a person as he died. This may involve a complex set of emotions, such as betrayal or loss, or may be a single word, such as "Oops." Unfortunately, the spell requires that a pint of the victim's blood be poured over the caster's head as he casts the spell. This spell will function on a body whose soul has passed on, since it reveals the last worldly thoughts and feelings.

Secrets of the Magus' Health (InCo25)

R: Sight/Arc, D: Conc, T: Ind
 Spell Focus: A Hammer and a Feather (+2)

While concentrating the caster receives the physical sensations of the target. He gets rudimentary information on the target's state of health, degree of injury, and age. If the target happens to die while the caster is using this spell, he falls unconscious (simple roll + Stamina of 6+ to recover, rolled each minute). This spell requires an arcane connection to the target. The target does not necessarily realize that his sensations are being shared.

Bloom of Health (InCo25)

R: Reach, D: Perm, T: Ind, Ritual
 Requisite: Herbam

This spell creates a link between the life force of a person and a flower. The health of the target is demonstrated by the health of the flower. The flower appears newly-bloomed and covered with dew when the target is healthy, and wilts when he is ill. The spell can be cast when the target is present, or by using an arcane con-

nection. The flower becomes an arcane connection to the target for the duration of the spell, although harm done to the flower does not harm the target.



Muto Corpus

Eyes of the Hawk (MuCo5)

R: Touch, D: Sun/Year, T: Ind
 Spell Focus: A Hawk Feather (+3)
 Requisite: Animál, Auram

The target's eyes change to gain the long-distance vision of a hawk. The target gets a +4 bonus to sight-based Perception rolls made at a distance.

Eyes of the Owl (MuCo5)

R: Touch, D: Sun/Year, T: Ind
 Spell Focus: An Owl Feather (+3)
 Requisite: Animál, Auram

The target's eyes change to gain the long-distance and night vision of an owl. It allows normal vision in near darkness, with a +2 bonus to sight-based Perception rolls to see at a distance.



**Muto
 Corpus**

Visage of the Pious Monk (MuCo5)

R: Touch/Near, D: Sun/Inst, T: Ind
 Spell Focus: Hair from a Monk (+3)

The target's hair is transformed into a monk's tonsure for the duration of the spell. Particularly long-haired targets may require the caster to make a Finesse roll to adapt the spell, lest the hair's unwieldy length prove troublesome.

Medusa's Locks (MuCo15)

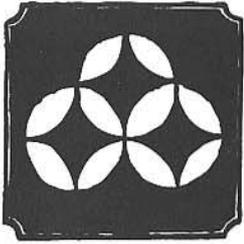
R: Per/Touch, D: Conc/Sun, T: Ind
 Spell Focus: A Small Snake (+2)
 Requisite: Animál

The target's hair becomes a writing mass of snakes. About two dozen snakes sprout from his head, each one-third to one-half yard long. Mundanes witnessing the target in this state must make a Brave stress roll of 6+ to stay and face the target. The snakes are venomous, and can attack anyone who comes close enough (except the target). Each snake has the following traits: Initiative +3, Attack +5, Damage +2 (+6 with venom). A Stamina natural resistance roll against an ease factor of 9 is required to resist the poison on the first bite, and the result also determines whether the poison is resisted on subsequent bites. Damage done to the snakes is considered damage done to the target.

Easing the Strain of Childbirth (MuCo20)

R: Touch, D: Sun, T: Ind
 Spell Focus: A Doe Rabbit's Pelvis (+2)

When cast upon a woman in childbirth, this spell alters her pelvis to permit a child easy passage into the world. Even a petite noble lady finds herself temporarily as hardy as the sturdiest peasant woman. The spell ends when labor is over, or at the next Sunrise or Sunset, whichever comes first.



Form of the Belly Creeper (MuCo20)

R: Per/Touch, D: Sun/Year, T: Ind
 Spell Focus: A Shed Snake Skin (+2)
 Requisite: Animál

The target assumes the form of a normal poisonous snake. The target can prematurely return to human form at will, but doing so ends the spell. A Stamina natural resistance roll against an ease factor of 6 is allowed if the target chooses.



Gift of the Hero's Strength (MuCo20)

R: Touch/Near, D: Sun/Year, T: Ind
 Spell Focus: Three Drops of Giant's Blood (+3)
 Requisite: Creo

This spell temporarily increases the target's Strength by three points to a maximum of +5. Multiple castings of this spell have no additional effect on the target. Similar Muto Corpus spells can affect other physical traits. Note that repeated or extended use of this spell can lead to detrimental side effects. For example, the target's muscles may begin to atrophy, leading to a permanent loss of one point of Strength.

**Muto
 Corpus**

Snake Bite (MuCo20)

R: Touch, D: Sun/Year, T: Ind
 Spell Focus: A Serpent's Tooth (+3)
 Requisite: Animál

This spell provides the target with fangs. These fangs are slightly poisonous, and their bite gives +5 Damage to combat totals for Fist/Kick. The spell also grants the jaw a greater range of motion than usual, allowing the target to retract the lower jaw to give the fangs room. The fangs fold back into the mouth when closed, making it impossible for the target to bite his tongue. However, the fangs are obvious when the target speaks, making interaction with mundanes difficult (-3 to social rolls).

Curse of the Serpent (MuCo25)

R: Touch/Near, D: Special, T: Ind
 Spell Focus: A Small Snake (+2)
 Requisite: Rego, Animál

The target's right arm is turned into a snake, which proceeds to attack the target, and only the target. Natural resistance is provided by a Stamina roll against an ease factor of 9. The snake bites with the following statistics: Initiative +15, Attack +15, Damage +5.

The snake does not suffer from fatigue, has a +10 Soak, and four Body levels. However, it suffers no penalties from wounds. If the snake is killed, the target has also succeeded in destroying his right arm, and the arm reverts to its normal, albeit mangled, form, and the target finds that he has sustained four Body levels in the process. (The target is considered to have the -2 Flaw Missing Hand until some sort of healing is performed.) If the snake overcomes its host, it becomes an arm again.

Girth of the Sinking Stone (MuCo25)

Spell Focus: A Stone from the Bottom of a Lake (+2)
 R: Near/Far, D: Diam/Sun, T: Ind

The target's weight is increased to that of a rock of similar size. Since the target retains the same human strength, he may find it difficult to lift his arms or get up if he falls over, and his tracks leave

deep impressions in the earth. This spell was originally invented to drown anyone menacing the Covenant of Insula Vulcano, which lies on an island.

Serpent's Armor (MuCo30)

R: Touch, D: Sun/Year, T: Ind
 Spell Focus: A Piece of Snake Skin (+2)
 Requisite: Animál

The target's skin becomes scaled, like that of a snake. These scales are patterned in different ways, depending on how the spell was researched and on the caster's sigil. These scales make it impossible for the target to interact on a normal basis with mundanes who can see his skin. The scales grant a +10 Soak.

Blessing of Antaeus' Fortitude (MuCo35)

R: Per/Touch, D: Sun/Year, T: Ind
 Spell Focus: A Granite Figurine (+3)

While the target's weight rests upon the earth — buildings qualify, but standing on ice, treading water, and hovering in the air do not — he or it acquires the fortitude of a megalith. The target gains a bonus of +15 Soak, can attempt to parry weapons with his bare hands (with a +6 Defense bonus), and any rolls to resist being knocked over are at +8. For purposes of being lifted, rather than being tackled or shoved, the target remains at his normal weight. The spell is suppressed, not broken, by breaking the target's connection to the earth, but will resume if the target is set down again. While the spell is in effect, the target suffers a -2 penalty to all touch-based Perception rolls and related activities due to blunted tactile senses.

Gift of the Buoyant Gosling (MuCo35)

R: Far/Sight, D: Sun/Moon, T: Ind
 Spell Focus: Gosling Feathers (+3)

The target of this spell naturally floats even if he cannot swim. If burdened with particularly heavy items, such as ring armor, the spell slows the rate at which the target sinks, and buoys him to the surface if the armor is removed, but does not prevent sinking.

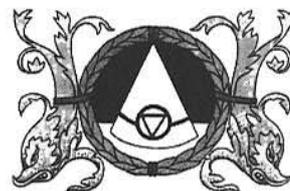
Protection of the Seas (MuCo35)

R: Per/Touch, D: Conc, T: Ind
 Spell Focus: An Aquamarine (+2)
 Requisite: Aquam

This spell makes the target's body assume the properties of liquid. Weapons tend to pass through the body and emerge, leaving the target unscathed. The target is immune to cutting and piercing weapons for the duration of the spell, although bludgeoning attacks and the flat edges of cutting weapons do normal damage. Appropriate casting requisites will extend this watery property to the caster's possessions.

The caster must make a Concentration roll for every weapon that passes through the target. If a roll fails, the weapon becomes lodged inside the target and does normal Damage + 5. Armor offers no protection from this damage.

If this spell is cast on another, the caster must concentrate on maintaining the other's special form. The spell also has the flaw of denying physical contact when it is needed. For example, objects cannot be grasped.



Perdo Corpus

Twist and Pull of the Wench's Hair (PeCo4)

R: Eye/Near, D: Mom, T: Ind

Spell Focus: Wink at the Target (+1)

This causes a painfully sharp tug on the target's hair, though no permanent damage is caused. This is similar to a traditionally non-Hermetic hex, common to witches throughout Germany and Burgundy, and has been imitated by some in the Order. Used to intimidate, the caster normally winks at the victim. Due to its relatively low level, use of voice or gestures is rare, and is regarded as bad form (or even a sign of incompetence). Some Hermetic versions of this spell result in pinching rather than hair-pulling.

Although there is no reason this spell could not be invented with a range of Near/Far at the same level, the eye range is traditional, and no known texts of such expanded ranges are known. If the caster has some of the target's hair, it may serve as a +5 Spell Focus, as the caster tugs upon it. Targets of the spell are likely to believe the caster is a witch or sorcerer, and react accordingly.

Unwished Gift of Returned Pains (PeCo20)

R: Touch, D: Conc/Sun, T: Ind

Spell Focus: A Branch of Holly (+2)

Requisite: Mentem

This spell connects the caster's body to the target's, although the target may attempt to resist with a Stamina natural resistance roll against an ease factor of 12. Any Body levels of damage done to the caster are also endured by the target. Body levels are transferred from the caster after his Soak has been compared to the Damage received. If the caster dies, the spell is broken, and if the target dies, no more Body levels may be transferred. The caster can connect to an animal with an Animal casting requisite, or to an elemental with the appropriate Form as a requisite.

Pain of the Wizard's Gaze (PeCo25)

R: Sight, D: Conc, T: Ind

Spell Focus: A Knife and a Doll (+2)

The caster looks at a specific point on the victim, causing him to feel terrible pain in that area. This pain effectively imposes a -3 penalty to all actions taken by the victim, -5 if the affected body part is necessary for the action. Concentration rolls also suffer this -3 penalty. Once the spell ends, the victim loses one Fatigue level.

Eyes of Eternity (PeCo35)

R: Eye, D: Conc, T: Ind

Spell Focus: An Hourglass (+3)

The target ages one year per round for as long as the caster maintains eye contact and concentration. This spell only works on adults (those 16 and older), and the target cannot attack the caster or break eye contact himself, although he can otherwise move. For each year aged over 34, make an aging roll (see page 181 of ArM4). A target under the effect of a longevity potion receives bonuses from that potion on his aging rolls as normal. However, as soon as an aging roll has a detrimental effect, the longevity potion no longer sustains the target (or helps with the rolls). This aging effect is considered to have an Instant duration.

Rego Corpus

Eyes of the Serpent (ReCo10)

R: Eye, D: Conc, T: Ind

Spell Focus: A Snake's Head (+2)

The target is incapable of moving until the caster breaks concentration or eye contact is broken in some way. While this spell is in effect, the caster's pupils become vertical slits, like a snake's, and he does not blink. The target is allowed an Intelligence natural resistance roll against an ease factor of 6 to avoid being drawn in.

Christ's Footsteps (ReCo15)

R: Per/Touch, D: Sun/Moon, T: Ind

Spell Focus: A Leaf (+1)

Requisite: Aquam

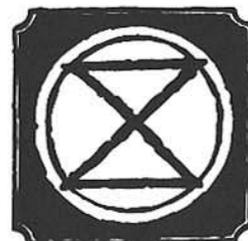
The target may walk or run across the surface of a body of water. If the water is especially choppy, Dexterity rolls may be required to retain footing. The spell ends if the target steps on land or loses his balance and falls into the water.

Curse of the Owner (ReCo15)

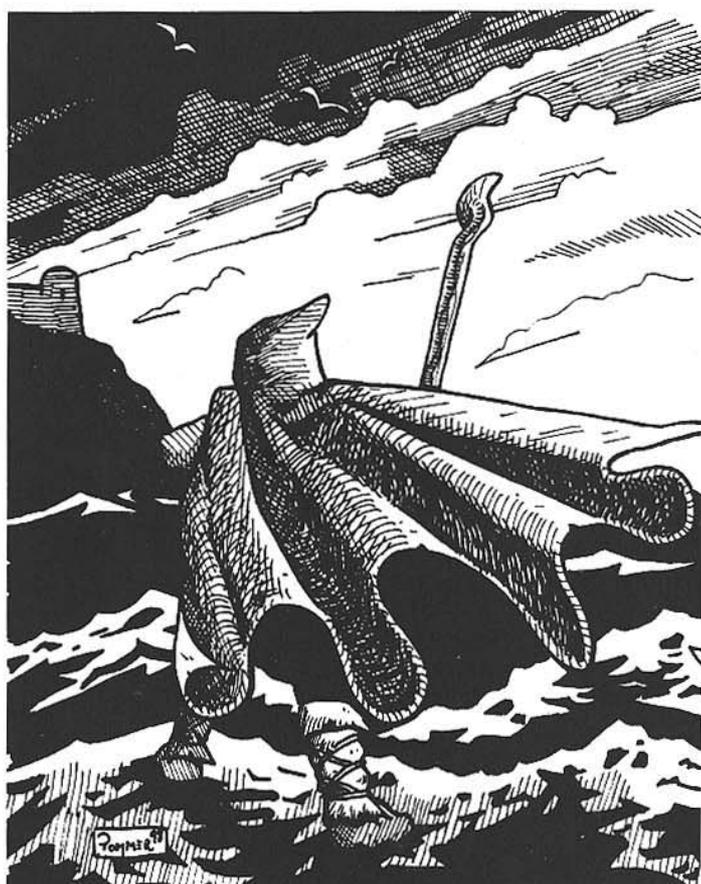
R: Near, D: Conc/Sun, T: Ind

Spell Focus: Fist-Shaped Jewelry Made of Human Bone (+3)

The target's hand retains its grip on whatever it holds, making it nearly impossible for the object to be dropped. A Strength stress roll of 18+ is required to break the grip. On a botch, a Fatigue level



Rego Corpus





is lost. Fragile objects might be damaged in the grip, and if shattered, the remaining parts continue to be held in the grasp.

Arduous Pace of the Tortoise (ReCo20)

R: Near/Sight, D: Conc/Sun, T: Ind
Spell Focus: Turtle Shell (+3)

The target can only move with the relative speed of a turtle (a very slow walk for normal men) as long as the caster concentrates. A similar spell, *March of the Iron Shackles* (ReCo 15) merely slows the target to roughly half his normal pace.



Mighty Fling of the Menacing Knight (ReCo20)

R: Near/Far, D: Mom, T: Ind
Spell Focus: Piece of Clothing from Someone Who Has Fallen from a Great Height (+5)

The target is suddenly lifted up by a great force and hurled away from the caster in a fluid motion in a direction the caster designates, landing about 10 paces away. Depending upon the situation the target may suffer damage from the impact. A

Creo Herbam

Finesse roll is required to determine the exact path of the victim (up at an angle, straight back, and so on).

The Traitorous Hand (ReCo20)

R: Near, D: Mom, T: Ind
Spell Focus: A Skeletal Hand (+3)

The target attacks himself with whatever weapon he is holding or carrying unless he makes a Str + Concentration stress roll of 15+. Attacks and Damage are calculated normally, but the target's Weapon Skill is replaced by the caster's Finesse score. If the target's resistance roll botches, his Weapon Skill and the caster's Finesse are both added to the attack on the target. If the target does not hold a weapon, a fist is used.

Ravenous Appetite of the Glutton (ReCo25)

Spell Focus: Spoon (+2)
R: Near/Far, D: Conc/Sun, T: Ind

The target must continue to eat throughout the duration of this spell. If no food is available, the target must seek it out, though if no food is available for more than a few moments, marginally edible substances will suffice (for example, leaves, uncooked meat, candles). In the spirit of the Roman vomitorium, if the victim regurgitates, he must continue to eat thereafter. This spell was the forebear of the more generally applied spell, *Perseverance of the Undaunted Ant*.

Perseverance of the Undaunted Ant (ReCo30)

Spell Focus: An Ant (+3)
R: Near/Far, D: Sun, T: Ind

The target repeats the same task, over and over, for the duration of the spell. This occurs to the exclusion of everything else, including eating or sleeping. Though others may convince the target that he should stop, his body is incapable of doing so, and if restrained, the target squirms uncomfortably and remains agitated, unable to do anything. If the designated activity is particularly exhausting (such as lifting heavy stones) the target may suffer detrimental effects (as determined by the storyguide). Even if the task is relatively easy, prolonged exposure to this spell may result in

sore arms (for lifting), lost voice (for singing), and so forth. Note that only a single task may be specified, and if the magus wishes the target to change to a new task, he must successfully re-cast the spell.

Herbam Spells

Creo Herbam

The Wizard's Oak of No Age (CrHe15)

R: Near, D: Sun/Perm, T: Ind, Ritual

This spell creates an enchanted seed which, when planted, grows into a mature tree appropriate to the seed. The tree starts growing when the spell commences and reaches maturity at the end of the ritual. If the spell is interrupted, the tree stops growing at that point, and will have an intermediate size.

Fisherman's Wooden Island (CrHe20)

R: Reach, D: Sun/Perm, T: Group
Spell Focus: A Piece of Cork (+1)
Requisite: Aquam

This spell creates a rowboat which accommodates three passengers. The boat cannot be sunk by anything but magic, although it can tip over.

Forester's Hut (CrHe25)

R: Near, D: Sun/Moon, T: Room
Spell Focus: Foundation Stone of a Castle (+3)

This spell creates a small wooden hut. The hut is large enough to house 15 people, although the accommodations are comfortable for about five. The hut contains wooden furniture and a small pile of firewood. The caster's sigil determines how the hut is furnished and arranged. The hut disappears quietly as the spell expires, so that those sleeping inside are not rudely dropped to the ground. If the Spell Focus is used it is buried at the site of the hut.

Sails over Seven Seas (CrHe50)

R: Near, D: Year/Perm, T: Str, Ritual

This spell creates a fully equipped, seaworthy wooden ship. The ship requires a minimum crew of five sailors, but a crew of twelve is necessary for longer voyages. The ship can carry up to 30 persons and a cargo of ten wagons.

Intéllego Herbam

Sense the Magic Root (InHe10)

R: Touch/Near, D: Mom, T: Ind
Spell Focus: A Pawn of Herbam vis (+2)
Requisite: Vim

The caster can determine the magical properties of a living plant within the range of the spell. The caster gets an intuitive understanding of what powers the plant possesses. These powers may be subtle, such as healing properties, or overt, such as sentience. If the plant does not want its powers investigated, the caster must penetrate its magic resistance. If the plant has no Might score, it cannot resist this spell. This spell only works on living plants; it cannot reveal information about magic staves or other dead wooden objects. If the Spell Focus is used, the pawn is not consumed. However, the pawn used as a focus cannot be expended

to increase the power of the spell. Infernal powers cannot be determined through the use of this spell.

Muto Herbam

Thaumaturgical Transformation of the Wooden Staff to Snake
(MuHe20)

R: Touch/Near, D: Sun/Moon, T: Ind
Spell Focus: A Snake Skin (+3)
Requisite: Animal

This spell transforms a wooden staff into a non-venomous snake. Rego Animal spells are required if the caster wishes to control the snake's actions, otherwise the transformed staff will act like a snake in all regards. When the spell wears off, the snake turns back into a staff, but keeps its serpentine shape. The Spell Focus must be wrapped around the staff to be used.

Perdo Herbam

The Wizard's Timber (PeHe20)

R: Near, D: Inst, T: Special
Spell Focus: Axe (+1)

The caster can use this spell to cut down a living tree, tree-like plant, or wooden pillar. If the target is magical, it may resist this spell. The caster may make a Finesse roll to specify the direction in which the tree falls. The ease factor for this roll should depend on how likely it is that the tree would fall in that direction if cut to do so. If the Spell Focus is used, the axe must strike where the tree is to be cut.

Rego Herbam

The Animate Attire (ReHe15)

R: Near/Far, D: Conc, T: Ind
Spell Focus: Manikin (+2)
Requisite: Animal

This spell causes all clothing on the target to become mobile and agitated. All actions requiring grace or precision are completely disrupted. Other activities, including combat actions, suffer a -3 penalty. Spell casting rolls are also affected. The target must make a Concentration roll against an ease factor of 9 to successfully cast a spell.

The Wandering Chair (ReHe25)

R: Near, D: Sun/Moon, T: Ind
Spell Focus: A Piece of Twine (+1)

This spell can only be cast on a wooden chair or seat which is designed to only hold one person. The affected item tries to move out of the way when a person tries to sit on it, leaving him sprawling on the floor. If the chair is held still, a person can sit in it, but once the person is seated the chair sets off about the room trying to buck off its occupant. Simple Dexterity or Strength rolls against a difficulty 9 are required every round to stay seated.

The Benevolent Oarsman (ReHe30)

R: Reach/Far, D: Conc/Sun, T: Room
Spell Focus: Sliver from an Oar (+1)
Requisite: Aquam

A small boat is propelled forward along the water at 15 to 20 miles per hour as long as concentration is maintained (a rudder of some manner is still required to actually steer the craft). The

Aquam requisite serves to smooth the water at the bow of the boat. *The Benevolent Oarsman* was invented by Ctibus of Bonisagus who had frequent need to use small fishing boats along the coast of Cornwall.



Ignem Spells

Creo Ignem

Inscribing the Wizard's Sigil (CrIg2)

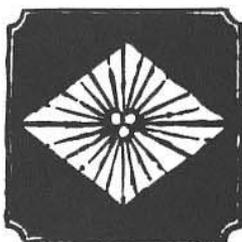
R: Touch, D: Mom, T: Small
Spell Focus: Inscribed Sigil of Caster (+1)
Requisite: Vim

The caster puts three fingers on a surface where he wants his sigil burned and names himself aloud. This sigil is a representation of the magus' sigil used for voting (see "Tribunals" on page 19). The spell does not function if the caster is not who he claims to be. Marking an item with this spell labels it as belonging to the caster. The mark cannot be magically erased by anyone but the caster, although the surface can be physically altered to obscure your mark. Items marked by this spell are arcane connections to their casters. Although the mark is burned on, the burning is wholly cos-



Creo Ignem





metic. Combustible materials do not ignite, and fragile items are not damaged by the mark.

Physician's Magical Bed (CrIg4)

R: Touch, D: Sun/Moon, T: Ind
Spell Focus: A Pillow (+1)
Requisite: Corpus

This spell controls the temperature and comfort of a bed patient so that conditions for natural healing are optimal. The spell effect gives a +3 bonus to all recovery rolls, but only if used throughout the patient's recovery period.

Heating the Frigid Hall (CrIg5)

R: Near, D: Sun/Moon, T: Room
Spell Focus: A Tinderbox (+1)

This spell keeps a single room, up to the size of a grand hall, warm until the next Sunrise or Sunset. No fire is created, which helps prevent unfortunate accidents during particularly strenuous celebrations.

Vengeful Backfire (CrIg10)

R: Per/Touch, D: Conc/Sun, T: Ind
Spell Focus: Burned Pikes of a Hedgehog (+1)

When this spell is cast, the target's body is charged with the power of Ignem. Small flames leap from the target's body to everything he contacts, except for the clothes he wears and items he carries when the spell is cast. The target singes everything touched, and leaves burning footprints marking his passage. The flames do +5 Damage, and if someone is in constant contact with the target, the damage is automatically inflicted every round. Casting requisites may be desired, especially if extending the range to Touch.

Flames of the Wizard's Soul (CrIg20)

R: Per, D: Mom, T: Ind
Spell Focus: Dragon's Tongue (+5)

This spell causes the caster to burst into flames, doing +30 Damage. This spell is a trap set for the unwary, and is always disguised as a useful and powerful spell. An Int + Scribe stress roll of 9+ is required to recognize the spell's true effect. Botching this roll during study means that the magus recognizes the flame damage effect, but thinks the flames consume another target.

Breath of Vulcan (CrIg30)

R: Near/Sight, D: Mom, T: Room
Aimed: +3
Spell Focus: A Cinder from a Volcano (+2)
Requisites: Auram, Terram

This spell creates a cloud of red-hot ash as if from a volcanic eruption. The cloud initially occupies an area seven paces in diameter and does +20 Damage. For each round after the first, the cloud spreads another three paces in diameter, but drops in damage by five. The cloud dissipates on its own after three rounds, although it can be dispersed more quickly by a stiff wind.

Eyes of Flame (CrIg35)

R: Eye, D: Mom, T: Ind
Aimed: +3
Spell Focus: A Ruby (+3)

Twin lances of flame shoot from the caster's eyes into the target's. The flame does +20 Damage, and if it successfully inflicts at

least one Body level of damage, the target is blinded. Victims acquire the -5 Flaw Blind.

Lance of Solar Fury (CrIg 45)

R: Sight, D: Mom, T: Ind
Aimed: -3
Spell Focus: A Mirror (+2)

This spell causes a burning shaft of light to fire from the sun's rays, concentrating upon a single target. The beam may pierce virtually any form of cover. The ray does a base +40 Damage, but its potency may be diminished by intermediate phenomena, as follows:

Atmospheric haze	-2
Ground fog	-8
Overcast or high clouds	-5
Rain, snow, or mist	-5
Rainstorm or thick fog	-10
Thunderheads	-15
Torrential rain, blizzard	-8
Treetops	-7

Thus, bad weather can really diffuse the power of the *Lance*. For example, an overcast day with thick fog that reaches all the way to the ground yields a penalty of (-5) + (-10) + (-8) = -23. Naturally, this spell may only be cast between sunrise and sunset.

Last Flight of the Phoenix (CrIg50)

R: Per, D: Mom, T: Str
Spell Focus: A Phoenix Feather (+5)

The caster's body explodes in flame, covering a 15 pace radius and doing +50 damage (-2 for every pace of distance from caster to target in the area of effect). This is a particularly erratic spell, and so the caster must use his own magic resistance against the full brunt of the spell's effect.

Intéllego Ignem

Hourglass of the Frozen Heart (InIg20)

R: Sight, D: Mom, T: Ind
Spell Focus: Frostbitten Part of Appropriate Being (+3)

Through this spell the caster can gauge the length of time a being can survive without protection in a frigid environment. The period can be sensed in terms of days, hours, or mere minutes. The spell can also gauge how long the victim of an ice-creating spell has to live. The spell has casting requisites of Auram (if used to gauge weather conditions) or Aquam (if a cold body of water is involved), as well as Animál, Corpus, or Herbam depending on the being.

Muto Ignem

Spears of Fire (MuIg25)

R: Near/Sight, D: Conc, T: Ind
Aimed: -2
Spell Focus: A Hot Dagger (+2)
Requisite: Aquam

This spell transforms icicles into daggers of fire. They immediately fall from their formerly frozen perch. A targeting roll is required to hit a target person or object with them, and the target must have been roughly under where the icicles started. Victims suffer +15 Damage.

Perdo Ignem

Bleak Shadows of Midnight (PeIg15)

R: Per, D: Mom, T: Bound

Spell Focus: A Candle-Snuffer (+3)

Extinguishes all non-magical light sources smaller than a house fire within range. A small flame at hand is extinguished with the candle-snuffer, which accompanies the other fires going out.

Wizard's Touch of Cold (PeIg15)

R: Touch/Near, D: Conc, T: Ind

Spell Focus: Essence of Air Elemental (+5)

Requisite: Corpus

The target suffers from extreme cold. For each round that the caster concentrates, the target suffers +10 Damage. Close proximity to a warm fire will not save the target, since the cold is felt right down to the bones. The Spell Focus should have been collected at the coldest time of night in the dead of winter.

Rego Ignem

The Walking Fire (ReIg25)

R: Near/Sight, D: Conc/Sun, T: Ind

Spell Focus: Essence of a Fire Elemental (+5)

This spell causes a bonfire or smaller fire to move as the caster wills it. The fire cannot move faster than a walking pace, so it can be avoided by those who see it and have space to move. A person engulfed by *The Walking Fire* takes +12 Damage for a bonfire, and less from smaller fires. *The Walking Fire* ignites flammable materials it passes over.

The fire needs fuel to be sustained, and it can burn materials it passes over for fuel. If the fire burns for more than three consecutive rounds without fuel, the fire dies and the spell ends.

Curse of Attraction of the Fire (ReIg30)

R: Near/Sight, D: Sun/Moon, T: Room

Spell Focus: Oil (+1)

All fires within a three-pace radius of the target are drawn toward him. The target must make a Quickness stress roll against an ease factor of 9 to avoid attracted fires. On a botch, the target is considered to be in the fire for two rounds, which negates the protection of armor. Damage done is based on the size of fire attracted (see ArM4, page 180).

In addition, all targeting rolls for Ignem spells cast upon the target of this spell receive a +3 bonus. Ignem spells cast at other targets which are within three paces of this spell's target are drawn to the target of this spell rather than to their actual targets. Another Quickness roll is required to dodge these effects.

Casting requisites depend on the nature of the target, such as Animal for animal targets.

Imáginem Spells

Creo Imáginem

Phantom Magic (CrImGen)

R: Sight, D: Special, T: Special

Spell Focus: Spell Focus of the Mimicked Spell (+1)

Requisite: Vim

With this spell, the caster appears to have cast a specific spell other than this one. No real effects are generated by this spell. Rather, it allows the caster to fake other spells. For example, the caster can "misfire" *Pitum of Fire* or "dig a hole" with *Pit of the Gaping Earth*. Spell duration depends on the simulated spell. The caster may simulate spells of up to half this spell's level. Mimicked spells are proven false if cast on a perceptive target, since the target does not suffer the spell's effects.

Spells whose apparent effects are the same as their actual effects may not be mimicked by this spell.

Fortuitous Banner of the Bishop (CrIm5)

R: Touch/Near, D: Sun/Perm, T: Ind

Spell Focus: Cloth from a Noble's Banner (+3)

Emblazons a coat-of-arms on the designated target. Casting requisites of the appropriate Form are required (for example, Terram for a metal shield or Herbam for a tunic). The desired coat-of-arms must be familiar to the magus, and casting requires a Finesse roll to determine how laudable the heraldic work is. If the magus has access to a visible rendition of the coat-of-arms he wishes to imitate, add +4 to the Finesse roll.

Image of Time that Passes By (CrIm5)

R: Reach, D: Sun, T: Small

Spell Focus: Hourglass (+1)

This spell creates the image of an hourglass. The caster determines how long it takes for all the sand to pass from top to bottom.

The Mind's Eye (CrIm5)

R: Per/Eye, D: Conc, T: Ind

Spell Focus: Griffin's Skull (+4)

Requisite: Mentem

This spell creates a silent image of what currently passes through the target's mind. The picture is clearly unreal, though the images shown are clear and usually easy to discern. It should be noted that the spell's target has no control over what the spell projects.

It is no surprise that Criamon the Founder first invented *The Mind's Eye*. He was driven to understand how his mind worked, and this spell let him achieve some measure of understanding.

Illusion of the Purring Cat (CrIm10)

R: Near, D: Sun/Perm, T: Small

Spell Focus: Fur of a Black Cat (+1)

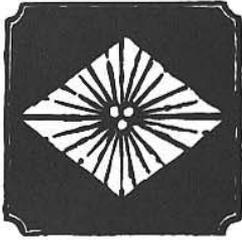
This spell is cast on a pillow within Near range and then persists for its duration. The spell creates the illusion of a large black cat that sits on the pillow and purrs loudly next to the sleeper's head. When the sleeper wakes (on a Per + Awareness roll of 3+) the cat seems to disappear, leaving a warm, wet spot on the pillow.

The spell is triggered again when the occupant falls asleep again. The cat may reappear several times throughout the duration of this spell if the sleeper repeatedly falls asleep after being woken.

Targets of the spell suffer -1 to all rolls on the day following the fitful night's sleep. Only people with the Versatile Sleeper Virtue or the Deep Sleeper Flaw do not suffer this penalty. Those with the Light Sleeper Virtue suffer a -3 penalty to all actions.



Creo
Imáginem



Elaboration of the Conspicuous Sigil (CrIm15)

R: Special, D: Conc, T: Special
 Spell Focus: Red Ribbon (+1)
 Requisite: Vim

This spell is cast prior to another spell's casting. A Concentration roll against an ease factor of 6 is required each round that this spell is maintained before the second spell is cast. Another concentration roll is required when the second spell is cast, against an ease factor of 9. If the second spell is successfully cast and this spell successfully maintained, the second spell features a flamboyant display of magic which showcases the caster's wizard's sigil prominently.



Wail of the Banshee (CrIm15)

R: Reach/Far, D: Sun/Year, T: Circle
 Spell Focus: Banshee's Tear (+5)
 Requisite: Intéllego

Intéllego Imáginem

This spell is cast upon a specific place. While the spell is in effect, whenever any person but the caster comes within five paces of the spot, a loud, ghostly wail emanates from it. Anyone within earshot must make a Brave roll of 6+ or flee the area. Those who flee will only reluctantly return. Even those who make their rolls are uneasy about approaching further. Those who botch the trait roll keep running, making Fatigue rolls each round, until Unconscious or restrained.

If this spell is cast within five paces of someone, the wail sounds immediately, but it is triggered again only when someone else approaches within five paces. The spell does not affect the caster, but can affect grogs and servants.

Phantasm of the Skilled Musician (CrIm20)

R: Near/Sight, D: Sun/Year, T: Small
 Spell Focus: A Fine Musical Instrument (+1)

This spell makes a phantasmal musical instrument which the caster may play by concentrating on it. The caster gains no additional skill in playing the instrument, though. A sufficiently accomplished and focused musician can play many phantasmal instruments at once.

Decoration of the Pleasant Chamber (CrIm20)

R: Reach, D: Moon/Year, T: Room
 Spell Focus: A Palette of Paint (+2)

With this spell the caster can decorate the room in which he stands. The caster may change the color of anything in the room, and may incorporate simple designs. The spell does not allow the creation of any item, so to have a brilliant tapestry there must be a wall-hanging of some variety already in the room. The textures of objects in the room may be modified to help bolster the illusion. If the caster wishes to incorporate actual pictures or complex designs into the decor, a Craft or Finesse roll is appropriate, with an ease factor depending on the complexity of the task.

Spirit of the Mortal Body (CrIm30)

R: Near, D: Sun/Moon, T: Ind
 Spell Focus: Arcane Connection to Mortal Body (+3)
 Requisite: Intéllego, Vim

This spell creates the image of a ghost's mortal appearance before death. The spirit is capable of controlling the image, but has

no real substance. The ghost is not forced to assume the illusory appearance, but may appreciate its application. The ghost might not even possess the mental presence to be able to animate the image, in which case the magus has only learned what the ghost looked like once.

Well of the Raven Knight (CrIm35)

R: Near, D: Sun/Moon, T: Room
 Spell Focus: Knight's Spur (+2)
 Requisite: Corpus

This spell is cast on a well and is triggered throughout its duration by water splashing on stone. When triggered, the spell creates the illusion of a knight on a black horse, with a raven marked on the knight's shield. This knight rides forward and challenges any warriors at the well to a joust. If there is no noble warrior present at the well, the knight simply charges, scattering people.

The knight can be perceived as an illusion on a Per + Awareness roll of 12+ by anyone with the Virtues Faerie Sight or Second Sight. An Intéllego Imáginem spell of at least level 35 also indicates the true nature of the knight. Without substance, the knight cannot strike or be struck. This spell can be combined with *Watching Ward* (ReVi Gen) for best effect.

Phantasmal Army (CrIm60)

R: Sight, D: Conc, T: Sight

This spell creates the image of a fully equipped army, including horses and all appropriate gear. The "army" behaves under the caster's direct mental command, but he cannot control individual actions of specific soldiers. Any physical contact with the army reveals it as an illusion. Anyone approaching the army to talk with its soldiers realizes that they are magical on an Intelligence roll of 6+.

Intéllego Imáginem

Reading the Waxed Words (InIm5)

R: Per, D: Conc, T: Small
 Spell Focus: Owl Skull (+3)

The magus forms a general question in his mind, casts the spell upon himself, and then lights a candle of pure wax. The magus drips the melting wax into a bowl of cold water while focusing on the question. The magus, upon an Int + Enigmatic Wisdom stress roll of 9+, gleans an important, if vague, piece of information regarding his question. It is up to the magus to make sense of the revelations received. For example, in answer to "Are we in danger here?" the magus might learn that "Death rides here from the north." Answers are broad and obtuse, and posing more specific questions does not guarantee more specific answers. A botch suggests a complete misreading of the wax. Theoretically, this spell cannot predict, nor even hint at, the future, but as Criamon the Founder said, "The future is but the ending of the past."

View the Distant Scene (InIm10)

R: Sight, D: Conc, T: Ind
 Spell Focus: A Polished Glass Lens (+3)

The caster views a location visible to him as if he were right there. This spell does not let the caster appreciably change his perspective of the location unless he is able to physically move around to get a different viewpoint.

Eyes of the Future (InIm30)

R: Per, D: Conc, T: Sight, Ritual

This spell is believed to reveal something of what might happen to the caster in the present location at some specified time in the future, up to five years from the present. The caster sees what happens as if he is standing in his future location. The caster must view a continuous slice of time, and cannot scan around or run quickly through events.

This spell has not been thoroughly tested. It appears to defy Divine power by removing the caster's ability to exercise the free will granted him by God, and so the images received are probably flawed in some way. Rather than being an accurate guide to specific future events, this spell is mainly useful for getting hints about larger issues that might become important. Storyguides should be cautious about revealing too much, but should also not feel too constrained by the visions revealed by this spell.

Craft the Ever-Truthful Image (InIm40)

R: Arc, D: Perm, T: Ind, Ritual

Requisite: Muto

With this ritual the caster creates a painting of a person, animal, or object that always shows the subject's current surroundings. An arcane connection to the subject is required to cast this spell.

The painting is created by the caster as part of the ritual. The painting need not be of high quality, but any Craft score the caster has in painting or drawing may be added to the spell casting roll.

The subject of the piece appears in the foreground of the painting, and its background displays the landscape or place where the subject currently resides. If the subject is another magus, his covenant might appear in the background when he is there. If the subject is in a forest, trees appear in the background. However, unless the subject is in a place that the caster knows, the painting's background may not reveal the exact location of the subject. The painting does not depict other people or animals in the subject's vicinity, just the landscape.

The spell's arcane connection must be worked into the painting somehow, whether ground up and mixed into the paint, stuck in the frame, or woven into the canvas. Note that use of this spell constitutes peering into the affairs of a magus subject, which is a violation of the Code of Hermes.

Muto Imáginem

Trumpeting Voice of the Herald (MuIm2)

R: Touch/Near, D: Conc/Sun, T: Ind

Spell Focus: Lyre (+3)

The target's voice is amplified to twice its normal volume, and can carry about five times as far as normal.

Lips of the Sky (MuIm3)

R: Touch/Near, D: Sun/Moon, T: Ind

Spell Focus: A Piece of Blue Chalk (+1)

This spell turns the target's lips a rich sky blue. This is instantly noticeable and looks very strange.

Sealed Lips of the Written Secrets (MuIm4)

R: Touch/Near, D: Moon/Perm, T: Small

Spell Focus: Crumpled Paper (+1)

This spell replaces the image of a written text with the image of another written text. The nature of the replacement text is left to the caster, and may be complete nonsense if the caster chooses. The caster and those he specifically indicates during casting see the original text without change when they look at it.

The Amazing Trumpet (MuIm5)

R: Near/Sight, D: Sun/Moon, T: Small

Spell Focus: A Small Harp (+2)

This spell can be cast on any musical instrument, and modifies the sounds from the target instrument so that it sounds like a different instrument. For example, a trumpet can sound like a harp, or a drum like a cymbal.

Passivity of the Spell Casting Wizard (MuIm5)

R: Per/Touch, D: Ring, T: Ind

Spell Focus: A Doll (+1)

When this spell is cast, the caster can cast other spells without drawing attention to himself. To those observing, the caster appears to be standing motionless, without speaking, while these other spells are cast. As a result, the caster can make full or wild casting gestures and use a full or booming voice without calling attention to himself. The caster cannot travel around, only move his body on the spot.

Enlarging the Distant Image (MuIm10)

R: Sight, D: Conc, T: Ind

Spell Focus: A Polished Glass Lens (+3)

This spell takes an image which the caster views and enlarges it tenfold. This spell is most often used to make distant things easier to see, but can also be used to magnify closer images as well.

Reflection of Narcissus (MuIm30)

R: Near, D: Moon/Perm, T: Str

Spell Focus: A Mirror (+1)

Requisite: Aquam

This spell makes images reflected by a pool or small lake appear beautiful and perfect. The reflection brings out the beauty in whatever is reflected. Those things with no beauty to them do not cast a reflection. There is no mental control associated with the spell, although weak-willed or vain people may find it difficult to look away.

Perdo Imáginem

Shame the Proud Man (PeIm10)

R: Near, D: Conc/Sun, T: Ind

Spell Focus: A Piece of Clothing (+1)

This spell makes the target's clothes invisible. If the clothes are taken off they become visible again, but if the target tries to wear anything else it becomes invisible as well, at least for the duration of the spell. If the Spell Focus is used, it is torn apart during the casting.

Rego Imáginem

The Wizard's Act of Hypocrisy (ReIm20)

R: Touch, D: Sun, T: Ind

Spell Focus: A Mirror (+1)



Rego Imáginem



The caster exchanges his image with someone he touches. The caster and the target see through the illusion, but to others it seems that the two have changed places. The illusion includes sight, smell, tone of voice, and style of speech. The spell may be ended early if the caster touches the target and wills the spell to end.



Mentem Spells

Creo Mentem

Invitation of the Deadly Sin (CrMe15)

R: Eye/Near, D: Sun/Moon, T: Ind
Spell Focus: See Below (+5)

The caster specifies one of the seven deadly sins. Should the target have the opportunity to commit this sin prior to the spell's expiration, he must make an appropriate Personality Trait roll to resist its temptation. For example, if André the Friar is afflicted with this spell and the sin

of gluttony is specified, when he sits down for the evening meal he must make a Personality Trait roll to avoid over-indulging. The Spell Focus must somehow represent a manifestation of the specified sin. In the above example a sweet cake or other frivolous food would suffice.

Creo Mentem



This spell was introduced by House Tylalus, and has since been banned within the Order due to its hint of diabolic machinations. Nevertheless, many copies are known to exist throughout the Order.

The Two-Faced Diplomat (CrMe15)

R: Per/Eye, D: Conc/Sun, T: Ind
Spell Focus: A Snake's Tongue (+1)

This spell gives the target the ability to see both sides of an issue. This does not necessarily change his view on the topic, but it does allow him to see why others believe differently. If target's original belief is based in false premises, he might be able to realize this while under the influence of this spell, and thus change his view appropriately. This spell is most effective on the very stubborn or conservative, and less so on the open- or liberal-minded.

Spectacle of Abject Terror (CrMe20)

R: Near, D: Special, T: Ind
Spell Focus: A Lion's Tooth (+3)

This spell inspires utter fear in the target of a specific object, person, or place. On a failed Brave Personality Trait roll (against an ease factor of 9), the target can do nothing but flee in terror until out of sight of, and at least a mile from, the feared thing. While fleeing, the target does almost anything to get away. Use Personality Traits to guide the specific actions taken by the target. If prevented from fleeing, the victim may cower in terror, curl up in a ball, or, if inherently violent, may turn and fight in a frenzy. Once the spell has expired, the target can again face the object of his fears, but without the fear. If the Brave roll botched, the target refuses to go near the thing for at least a month.

Terrors of the Mind's Own Devising (CrMe35)

R: Reach, D: Moon/Year, T: Str, Ritual
Requisite: Intéllego

This spell enchants an area so that all people visiting it imagine their greatest fears are present in the area, just outside their perception. Every snapping twig becomes the tread of a fearsome beast, but the beast is not actually heard. Every fleeting shadow becomes a deadly assailant, but he is never seen. Brave Personality Trait rolls, made against an ease factor of 9, are required of people attempting to enter or remain in the area. Rolls should be modified by the relative fear that the object strikes in the heart, and modified if the person knows that the area is being affected by a spell. If a Brave roll fails, the victim runs from the area and can only stop once the area is beyond sight. If a Brave roll botches, the victim runs in a panic, making Fatigue rolls each round; the victim continues running until Unconscious or physically restrained.

Pandora's Blessing (CrMe50)

R: Reach, D: Moon/Year, T: Sight, Ritual

This spell brings an aura of hope into the area over which the spell is cast. Peasants become more bright and cheerful, gain +5 to all rolls to resist despair, and gain a greater ability to appreciate the future benefits of hard work. They acquire the Cheery +1 Personality Trait.

Intéllego Mentem

Eyes of the Soul (InMe15)

R: Touch/Near, D: Conc/Sun, T: Ind
Spell Focus: A Small Mirror (+1)
Requisite: Imáginem

The whites of the target's eyes become like windows into his soul. Images appear in his eyes that represent the emotion uppermost in his mind at the time. In general, these images require an Int + Folk Ken roll of 9+ to interpret correctly, and a Per + Awareness roll of 6+ to see without raising suspicion. The target does not know he is under the influence of this spell unless he is told so or sees his eyes in a mirror. This spell may be resisted with magic resistance, or with an Intelligence natural resistance roll against an ease factor of 9.

Scent of Fear (InMe15)

R: Per, D: Sun/Moon, T: Ind
 Spell Focus: A Predator's Nose (+1)
 Requisite: Imáginem

The caster can sense fear in any human within smelling distance with this spell. The sense manifests as the smell of perspiration, but does not suggest why a person is afraid, how strong the fear is, or even — if many people are present — who specifically is afraid. The spell can be confounded if the caster is around people who are perspiring naturally.

Wizard's Flash of Memory (InMe15)

R: Per, D: Mom, T: Ind
 Spell Focus: A Diary Kept by the Target (+3)

The caster can remember a certain moment so vividly that he can reaffirm all minor details of the moment. This spell is useful when the caster wants to be sure that he did or did not do something. The only requirement of this spell is that the caster recalls some element of the moment studied, so his magic may search his memory for all the details of the scene. The caster cannot recall events to which he was oblivious. If the Spell Focus is used it is read during the spell's casting.

Weighing the Turncoat's Silver (InMe20)

R: Eye/Near, D: Mom, T: Ind
 Spell Focus: A Balance (+1)

This is a very specific version of *Posing the Silent Question* (InMe 20), with which the caster gets a fairly accurate idea of what bribe amount the target will be unable to resist. The service exchanged for the bribe will probably affect the required price, and the caster can gain knowledge about the price of a particular service, if he wishes. Exceptionally loyal or honest targets may have no price at which they can be bought.

Betraying Whispers (InMe25)

R: Eye, D: Conc, T: Ind
 Spell Focus: An Ear Horn (+1)

This spell enables the caster to verbally question a subject. In addition to audibly hearing the subject's answer, the caster mentally hears the answer the target believes to be true. If the target verbally lies, his mind's answer is different; the two answers are identical if the subject tells the truth.

Trail of the Lost Ways (InMe25)

R: Per, D: Conc, T: Ind
 Spell Focus: A Map of Your Locale (+1)

This spell is useful for finding lost items, or retracing one's way to stop being lost. It allows the caster to repeat actions taken in reverse order from the moment this spell is cast until the moment the caster stops concentrating. The caster may not go back past the last sunrise or sunset with this spell. While concentrating, the caster actually walks backward and performs actions that he did, but in reverse. Time itself does not reverse, though. If the Spell Focus is

used the caster moves his finger on the map while he moves backward.

Muto Mentem

Taint of the Wizard's Mind (MuMe10)

R: Eye, D: Conc/Sun, T: Ind
 Spell Focus: Human Skull (+3)

The caster is able to inspire an emotional response in a target by using this spell. The spell only brings out Personality Traits that the target already has. If a casting is aimed at a Trait that the target does not have, the spell has no effect.

Glade of Contentment (MuMe20)

R: Touch, D: Sun/Moon, T: Room
 Spell Focus: The Scent of a Spring Flower (+3)

All those within the area quickly feel relaxed, reasonable, friendly, and comfortable, which makes this an ideal spell for a covenant's council chamber, a tavern, or even a beautiful clearing. "Antisocial" Personality Traits (such as Aggressive, Shy, or Violent) are reduced by one within the area, while "Social" Traits (such as Jovial, Compassionate, or Charitable) are increased by one.

Humility of the Vanquished Knight (MuMe20)

R: Eye/Far, D: Sun/Perm, T: Ind
 Spell Focus: Broken Lance from a Defeated Knight (+4)

The target believes he has failed miserably at a specific task designated at the time of casting. He is daunted by the thought of repeating the task, and cannot invest Confidence in the attempt. Although it is not necessary that the target actually ever attempted the designated task, if he has not and this is pointed out to him, he may resist the affects of the spell on an Int + Personality Trait roll of 9+. Particularly strong-willed, self-confident, or carefree persons may resist the effects of the spell on an appropriate Personality Trait roll of 9+ (though they still believe they previously failed at the task).

Gift of the Nocturnal Habit (MuMe25)

R: Touch/Near, D: Moon/Year, T: Ind
 Spell Focus: Owl's Skull (+2)

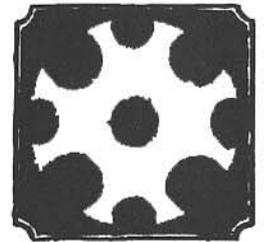
The target becomes nocturnal, which is almost entirely a role-playing effect. The target finds it difficult to stay awake during the day and complains that the light hurts his eyes. The spell does not bestow any unusual ability to see in the dark or otherwise operate at night.

Perdo Mentem

Absent Mind of the Snapped Fingers (PeMe10)

R: Per, D: Mom, T: Group
 Spell Focus: Human Finger (+3)

When casting this spell, the caster snaps his fingers. Everyone who hears the snap forgets what he was about to do. The impulse to perform the same action might return if the circumstances that inspired it persist, but the caster does have time to react before the targets can regroup their thoughts. The spell effectively gives the



**Perdo
Mentem**



caster one round to take an action while no one else within earshot can. This spell is useless if the snap of fingers cannot be heard.

Eyes of the Abyss (PeMe45)

R: Eye, D: Moon/Inst, T: Ind
Spell Focus: A Leaky Cup (+1)

The caster's eyes appear to become windows onto a never-ending well of blackness. The target feels drawn into those eyes. Indeed, the target's mind is drawn out of his body and destroyed, leaving a mindless automaton behind. The drained body is still alive, but can take no action beyond carrying out simple reflexes. The victim is allowed magic and natural resistance rolls, the latter based on Intelligence, versus an ease factor of 8. Resistance rolls receive a +3 bonus if the target has the Strong-Willed Virtue.



**Rego
Mentem**

Rego Mentem

The Call to Arms (ReMe10)

R: Reach, D: Mom, T: Group
Spell Focus: A Trumpet (+3)

This spell instantly awakens everyone within the area from sleep to alert consciousness. It does not work on anyone asleep due to fatigue loss, wounds, or magic. People with the Deep Sleeper Flaw receive a Perception natural resistance roll against an ease factor of 6 to see whether they wake up. Even if they do, they are still groggy as dictated by the Flaw.

Confession of the Penitent Monk (ReMe15)

R: Eye/Near, D: Mom, T: Ind
Spell Focus: Splinter of Wood from a Confessional Chamber (+5)

The target must make an Int + Personality Trait roll of 9 or better or blurt out the secret he most wishes to keep which most pertains to the immediate setting. For example, a magus may be attempting to cause a baron to confess the murder of a courtier, but if the spell is cast in a room with the baron's wife and secret mistress present, he might confess to his affair instead.

Beguike the Normal Mind (ReMe20)

R: Eye, D: Sun/Moon, T: Ind
Spell Focus: A Diamond (+3)

This spell causes a person to become entranced by the caster's presence. The target may resist if an Intelligence natural resistance roll beats an ease factor of 9. Otherwise he becomes fascinated with the caster and treats him as a trusted and admired friend. He will not necessarily risk his life for the caster or give him money, but does whatever he can to keep the caster from harm and to help him accomplish his goals. Any hostile action made by the caster against the target breaks the spell.

Entrancement of the Starry Sphere (ReMe20)

R: Eye, D: Sun, T: Ind
Spell Focus: A Black Veil (+2)

As long as stars are visible the target of this spell gapes up at them and tries to encourage others to do the same. An Intelligence natural resistance roll that beats an ease factor of 9 succeeds. Obviously, this spell can only be cast when stars are visible. It ends

if the sky becomes overcast, or when the last star disappears at dawn. Forcibly carrying the target inside or veiling his eyes does not break the spell; the target simply tries to get back to where he can see the stars again. A person under the influence of this spell can defend himself if attacked.

Mastering the Stolid Mundane (ReMe20)

R: Eye/Near, D: Conc/Sun, T: Ind
Spell Focus: A Violet Amethyst (+1)

The caster can mentally control a person as long as he is in sight, making him perform any act he is capable of doing. The target must make an Intelligence natural resistance roll of 9+ to resist. It is difficult to maintain control of particularly stubborn or fierce people; Virtues such as Strong-Willed give a +3 bonus to natural resistance rolls. Every time the caster demands an action that is antithetical to the target's nature, he is allowed another resistance roll. A botched resistance roll means the target is particularly easy to control, and the target suffers a -1 penalty to all future rolls to resist this casting of the spell.

Patience of the Ox (ReMe20)

R: Eye/Near, D: Sun/Moon, T: Ind
Spell Focus: A Child's Toy (+3)

The target finds everything he sees or interacts with particularly interesting. The target cannot become bored. Impatient, lazy, or hasty persons may resist the spell with an appropriate Personality Trait roll of 9+.

Terram Spells

Creo Terram

The Wizard's Boulder (CrTe4)

R: Touch, D: Sun, T: Small
Spell Focus: A Pebble (+1)

This spell creates a round boulder, one foot in diameter, between the caster's palms. A Strength roll of 6+ is required to lift it, but rolling it is easy if the terrain is not too hindering.

The Jongleur's Flying Blade (CrTe10)

R: Near, D: Mom, T: Small
Aimed: +3
Spell Focus: A Jagged Stone (+1)
Requisite: Rego

This spell creates a throwing knife that appears in mid-air before the caster. The knife can be commanded to fly in a specific direction. A targeting roll is required to hit with the knife, which does +5 Damage. After being thrown once the knife fades from existence.

Silvery Scales of the Knight (CrTe10)

R: Per/Touch, D: Sun, T: Ind
Spell Focus: A Ring of Silver (+2)

This spell creates armor which looks like a hauberk of ring mail, only made of silver. It has a Load of 2, but provides Protection of 6. Unlike normal armor, this cannot be physically removed.

Skewer for the Petulant Faerie (CrTe10)

R: Near/Sight, D: Mom, T: Small
Aimed: +4
Spell Focus: A Sliver of Iron (+1)
Requisite: Rego

This spell is similar to *The Crystal Dart* (MuTe 10), but creates a ten inch bolt of iron which flies toward the target like an arrow and does +8 Damage. The *Skewer* does extra damage to those faeries who are susceptible to iron.

***The Wizard's Golden Key* (CrTe10)**

R: Touch, D: Sun, T: Small
 Spell Focus: A Key of Gold (+3)
 Requisite: Intéllego

This spell creates a key that opens any mundane lock it is applied to. It also bypasses any traps on those locks. The key can be given to others to use. An alternate version of this spell, with a Vim Requisite, can open magical locks with spell effects up to level 10.

***Silver Coin of No Value* (CrTe15)**

R: Touch, D: Sun/Moon, T: Small
 Spell Focus: A Dozen Coins of the Same Type (+1)

This spell creates a silver coin. The coin can be marked as fit from any region, but the caster must be familiar with the coin design he wishes to impress on the coin. Upon close inspection (Perception roll of 6+), the coin proves to have a subtle pattern worked into its design, which is usually related to the caster's sigil.

A coin created by this spell can be used at mundane markets, but this is a dangerous practice, as the coins disappear after a time and might be traced back to the Order, if not the caster.

***The Wizard's Sleeve of Practical Tools* (CrTe15)**

R: Reach, D: Sun/Perm, T: Small
 Spell Focus: A Piece of Soft Wax (+1)

The caster of this spell puts his hand in some place that cannot be seen by anyone, such as up his sleeve, and produces any simple object of non-noble material, such as iron, wood, or stone. A simple object is one that a skilled craftsman could create in a day's work. Objects may not be larger than Size -2, and casting requisites are required if the tool has wooden or animal-based parts. If the object is intended to be a copy of another, only those who are familiar with the original can tell the difference.

***Beam of the Pearls of the Stony Way* (CrTe30)**

R: Near, D: Sun/Inst, T: Group
 Aimed: +2
 Spell Focus: A Pearl (+2)

This spell creates a stream of pearl-shaped stones, each a quarter inch in diameter, which bursts out from the caster's pointed hand. Stony pearls do +1 Damage for each pace less than 15 between the caster and target (for example, +11 at four paces or +3 at 12 paces). Stony pearls remain on the ground, making fast movement hazardous. To keep one's footing, a Dexterity roll against an ease factor of 6 must be made. Moving faster than cautious speed gives a -3 penalty to the roll.

***Stairs of the Mountain King* (CrTe30)**

R: Far, D: Special/Sun, T: Str
 Spell Focus: A Stone (+1)

This spell creates stairs on a mountainside or other steep, high surface of stone, including vertical walls. The stairs may be ascended or descended, but after each step the last stair disappears, reverting to natural terrain. If the Spell Focus is used, it is rolled down or thrown up the surface and the stairs form along and ahead of its path. A trap version of this spell exists, wherein all remaining steps disappear when the middlemost is tread upon.

Intéllego Terram

***The Unerring Iron* (InTe4)**

R: Per, D: Conc, T: Ind
 Spell Focus: An Iron Needle (+2)

The caster becomes aware of the directions of true south and magnetic south. (Medieval compasses pointed southward.) He can still remember what the direction was when the spell ends, but this is of little use at sea, since it is difficult to discern how far a ship has turned or moved.

***Seeing the Corpse in the Grave* (InTe10)**

R: Near/Sight, D: Conc, T: Ind
 Spell Focus: Corpse's Own Grave Marker (+1)

Requisite: Corpus

The caster can see any humanoid corpse and its clothing and accouterments through up to three yards of intervening earth, stone, and metal. Together with *The Forgiving Earth* (MuTe 15) and *Awaken the Slumbering Corpse* (ReCo 25), this spell makes recovering buried corpses easy.

***Seek the Dry Land* (InTe10)**

R: Per, D: Conc, T: Sight
 Spell Focus: A Sextant (+2)

The caster gains an intuitive sense of the direction of, approximate distance to, and approximate size of the nearest body of dry land. This sense lasts as long as the caster concentrates, although the caster remembers the information learned.

***Origin of the Ancient Object* (InTe15)**

R: Touch, D: Conc, T: Small
 Spell Focus: An Artifact of the Ancient World (+5)

This spell allows the caster to use an object as an arcane connection to the material it was created from. Furthermore, when concentrating on the spell, the object constantly tugs in the appropriate direction. A stone axe, for example, would lead the caster to the rock face from which the stone originally came. Similarly, a piece of vellum might lead the caster to the place where, long ago, the lamb was slain. If concentration is broken before arriving at the destination, the spell fades and must be cast again.

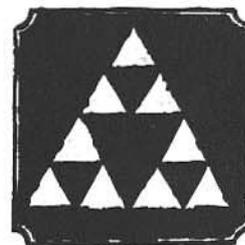
Muto Terram

***The Gleaming Silver* (MuTe10)**

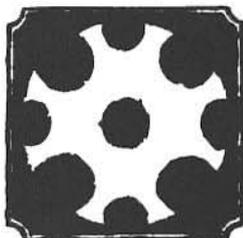
R: Touch, D: Moon/Year, T: Small
 Spell Focus: A Rag (+1)

This spell immediately removes all discoloration from a metal item, leaving it gleaming. It does so by changing the surface, not by removing it, so repeated applications do not wear the item away or obscure patterns on the surface. Despite the title of the spell, it works on all metals. If the metal is enameled or painted, the spell still works, but its effects are covered.

If this spell is used on enchanted items, those items receive a magic resistance roll based on the level of the item's greatest power.



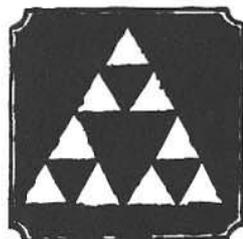
***Muto
 Terram***



The Buoyant Earth (MuTe15)

R: Near/Sight, D: Conc, T: Str
Aimed: +2
Spell Focus: Quicksilver (+2)
Requisites: Aquam, Rego

This spell causes the earth in a cylinder 15 paces in diameter and one pace deep per round of concentration to become liquid and extremely buoyant. Any objects underground, such as chests, large rocks, crabgrass roots, and annoyed badgers bob up to the surface, where they float until the caster stops concentrating. The spell's large target area is factored into its ease of aiming. The spell is stopped by bedrock.



Levity of the Burdening Stone (MuTe15)

R: Reach/Near D: Sun/Moon, T: Room
Spell Focus: Straw (+2)

All stone within range is reduced to approximately half its normal weight. In this age of fortified castles, several magi have boasted similar spells to ease the quarrying of rock for construction of their covenant's defenses. The oldest existing version of this spell, *Easing the Burden of*

**Perdo
Terram**

Sisyphus, was devised by Tylalus the Founder himself.

Spirit of the Sword in the Iron Rod (MuTe15)

R: Touch/Near, D: Sun/Season, T: Ind
Spell Focus: Blacksmith's Hammer (+1)

The targeted rod of iron is transformed into a sword. The type of sword depends on the size of the rod. For example, a rod the length of a staff becomes a great sword. Shorter lengths become shorter swords.

Adjuration of the Blacksmith's Fire (MuTe20)

R: Near/Far, D: Diam, T: Small
Spell Focus: Blacksmith's Hammer (+4)
Requisite: Ignem

A sword or other similarly sized metal item (up to the size of a broadsword) suddenly melts away, glowing red then bright white as it loses its physical shape and begins to drip away as molten liquid. If it is being held at the time of casting, the molten liquid burns the wielder's hand (+10 Damage), though a successful Quickness roll of 9+ allows the bearer to drop the weapon before he sustains this injury. The spell's duration is brief, so after a few minutes the liquid reverts to metal form, but retains its new shape(s) according to where the liquid flowed.

A similar spell invented by Cleostratus of the Seven Stars, *Transformation of the Sturdy Blade to the Grains of Carthage* (PeTe 20), simply transforms metal into sand, and has the benefit of not requiring an Ignem Requisite.

The Liquid Earth (MuTe25)

R: Far, D: Conc/Sun, T: Str
Aimed: +2
Spell Focus: Quicksand (+2)
Requisite: Aquam

This spell causes the earth in the target area (roughly, a hemisphere 8 paces in radius) to acquire the consistency of water. Targets on the edge of the effect are able to avoid the quicksand on a Quickness - Encumbrance roll of 9+. On a botch, the victim not only falls in but loses whatever he was holding and is completely

submerged. Most objects sink; creatures capable of swimming should be able to keep their heads above the surface. If the caster stops concentrating and the earth solidifies, those on the surface are trapped but not harmed. Those who are submerged begin to suffocate. Such victims must make Stamina rolls against an each factor of 9 each round or lose a Fatigue level. After fatigue is gone, Body levels are lost until the victim dies. The spell's large area of effect is factored into its ease of aiming.

Eye of the Wizard's Swamp (MuTe25)

R: Far, D: Sun/Year, T: Sight
Spell Focus: Swamp Lichen (+1)
Requisite: Aquam

This spell moistens soft earth so that it becomes as a swamp, over the entire area of effect. Anyone standing in the area when the spell is cast must make a natural resistance roll using Quickness + Awareness - Encumbrance. A roll of 12+ means that the person can find a patch of solid ground; a roll of 6+ means that the person has gotten bogged down suffers a -1 Quickness penalty until freed. Those rolling less than 6 are mired in the swamp, suffering a -3 penalty to all subsequent Quickness and balance rolls. Botched resistance rolls mean that the person goes under and starts drowning. He loses one Fatigue level in each round he fails to make a Stamina roll of 9+ until unconscious, then loses 1 Body level per round until dead. To get back to the surface without help, the victim must make a Strength + Swim roll against an ease factor of 9. A botch on this roll results in the loss of another Fatigue (or Body) level. Others can help pull the victim up, and add their Strength scores together on the Strength roll. Travel speeds in the swamp are reduced to three paces per round.

Perdo Terram

The Leaking Vessel (PeTe5)

R: Touch/Near, D: Sun, T: Ind
Spell Focus: A Cup with a Small Hole (+1)

This spell can be cast on any vessel which holds liquid, up to the size of a barrel. The vessel then holds liquid only as long as it remains stationary. As soon as it is moved in any way it begins to leak. This version of the spell only works on earthenware or metal vessels. Similar versions exist for vessels made of animal products (Perdo Animál 5) or wood (Perdo Herbam 5).

Rego Terram

The Well-Swept Chamber (ReTe10)

R: Reach, D: Conc, T: Room
Spell Focus: A Broom (+1)

This spell meticulously sweeps a single room, gathering all dust and dirt into a pile near the door. It removes dirt from under all furniture and rugs. If the floor was strewn with rushes or reeds, a Herbam casting requisite is needed, and they are gathered up as well. Aside from keeping rooms clean, this spell helps keep laboratories tidy and can be useful for finding small stone or metal items dropped somewhere in a large room. It takes much less time to search a pile of dust than an entire hall.

Order in the Wizard's Laboratory (ReTe10)

R: Reach, D: Conc, T: Room
Spell Focus: A Broom (+1)

Cast in a room, this spell makes everything within move to where it is usually kept. Heavy things move more slowly than light things. All items avoid hitting each other, but speedy movement on the caster's or someone else's part might lead to a damaging collision. If the caster stops concentrating before all items have returned to their places they stop where they are, or drop to the floor if in midair.

The Circle of Warriors (ReTe10)

R: Per, D: Ring, T: Ind

Spell Focus: An Empty Scabbard (+1)

This spell animates up to four nearby swords (or other one-handed metal weapons), arranging them in a ring around the caster, which proceeds to defend him against intruders. One weapon attacks each person who approaches, regardless of intention, with an effective Weapon Skill equal to the caster's Finesse and Strength equal to the caster's Rego score ÷ 5 rounded down. The swords parry to defend the caster, and cannot be damaged by normal attacks.

The swords fall lifeless to the ground if brought outside the ring. A strong blow (doing 20 Damage or more) might knock a weapon outside the ring. A Herbam casting requisite is necessary if the weapons have wooden hafts.

The Obedient Clasp (ReTe10)

R: Reach, D: Moon/Perm, T: Small

Spell Focus: A Hinge (+1)

This spell enchants a solid ring or clasp so that it bends open or closed in response to the caster's command throughout the duration of the spell. If the caster is more than 15 paces from the object it does not respond. Although magically enchanted, the clasp or lock can still be picked or smashed open normally. With the appropriate casting requisite, this spell may also be cast on leather, wood, or bone.

Vim Spells

Creo Vim

Rune of Connection (CrVi15)

R: Touch, D: Special, T: Ind

Spell Focus: Drop of Caster's Blood Mixed Within Rune (+1)

A rune is crafted or otherwise marked on the target, after which an arcane connection exists from the caster to the target of this spell. The connection lasts until the rune is physically erased or marred. This spell is useful when applied with *Opening the Intangible Tunnel*.

Intéllego Vim

Spell Analysis (InViGen)

R: Far, D: Mom, T: Ind

This spell allows the caster to examine another spell which is cast simultaneously. The level of this spell must exceed the level of the spell being analyzed. If *Spell Analysis* is used to study another spell over the course of a season, the caster gains an amount of experience toward mastering the studied spell equal to the caster's Intelligence + 1 (minimum 1).

Wizard's Focus (InViGen)

R: Per, D: Special, T: Ind

Spell Focus: A Blindfold (+1)

Requisite: Mentem

This spell amplifies the sensation of magic, which makes concentrating on a spell is a trivial task. This spell is cast in advance of other spells. Upon finishing this spell, the caster enters a trance, but retains enough presence to be able to cast other spells. During the trance he receives a +6 bonus to all Concentration rolls, but ceases to be aware of the world around him beyond what is necessary for the spells being cast. For example, a magus casting *Tongue of the Beasts* still hears the voice of the targeted animal. The total level of spells cast while in the trance may not exceed twice the level of *Wizard's Focus*. A failed Concentration roll ends this spell and leaves the caster stunned and unable to act for a full round. The caster may end the trance at any time, although that decision cannot be based on outside events, since the magus is not aware of them unless they are directly related to his magic. As a safety measure, anyone speaking the name of the caster within earshot also ends the spell, dazing the magus as above. Of course, the caster may not appreciate being named.

Feeling the Font of Power (InVi5)

R: Sight, D: Mom, T: Ind

Spell Focus: A Sapphire (+3)

This spell tells the caster whether the target area or object has a mystical aura, or is part of a regio, but does not give any information about the strength of the aura, or levels of the regio, or, indeed, whether the target is a simple aura or regio. There is a different version of this spell for each type of aura. The spell does work if the caster can only see a completely mundane level of a regio.

Scales of Power (InVi5)

R: Touch, D: Mom, T: Ind

Spell Focus: A Set of Scales (+3)

The caster learns the strength of a mystical aura he occupies. There are four versions of this spell, one for each type of aura. This spell is very easy because the strength of the aura actively affects spell casting.

Sense of the Hidden Place (InVi10)

R: Touch, D: Mom, T: Ind

Spell Focus: A Sapphire (+3)

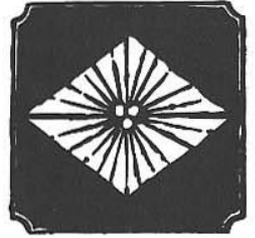
This spell reveals whether the caster is currently on some level of a regio. It does not give any indication of how many other levels there are, or whether they are higher or lower. There is a version of this spell for each type of regio.

Sense the Arcane Link (InVi10)

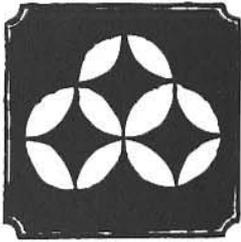
R: Touch, D: Mom, T: Small

Spell Focus: Toe of Frog (+1)

The caster can determine whether the item touched is being used as an active arcane connection or not. The item vibrates softly if it is. The spell does not reveal who or what the item connects to, only that another magus is using it to affect a distant target.



Intéllego Vim



Casting requisites appropriate to the Form of the item are needed.

Sense the Shadows of the Spheres (InVi10)

R: Per, D: Special, T: Ind, Ritual
Requisite: Mentem

The caster, who must have a score in Enigmatic Wisdom, uses this spell to go into a trance. In this trance he gains special insight into his present situation. The duration of the trance equals the duration of the ritual's casting (30 minutes) plus the caster's current Twilight Point total in minutes. During this period the caster is oblivious to all around him, and the trance may only be broken by an appropriate Rego Mentem or Perdo Vim spell of at least level 10, or by a physical attack. The caster may also end the trance early, but few Criamon magi deliberately do so. At the end of the trance, the caster understands which of his Criamon "riddle-sayings" is most relevant to the current situation. (See *Houses of Hermes* for details on these riddles.)

Criamon magi find this spell fascinating,

although others do not see the use, since its aid usually comes *after* the event.

Glimpse Through the Mystic Veil (InVi20)

R: Near, D: Conc, T: Ind
Spell Focus: A Sapphire (+1)

If the caster is in or near a regio, this spell lets him see into the adjacent levels, and thus enter them. If there are two adjacent levels, one above and one below, the caster can see both, but (obviously) can only enter one at a time. The spell must be maintained until the caster has entered another level; it cannot be done from memory. There is a version of this spell for each type of regio.

Strings of the Active Arcane Connection (InVi25)

R: Arc, D: Conc, T: Ind

This spell allows the caster to see a hazy string between the caster and any objects that are currently active arcane connections to him (see page 74). The closer the caster is to the arcane connection, the clearer and thicker the string seems to be. The strength of the arcane connection also affects the clarity and thickness of the string. This spell lets the caster know if someone is actively using an arcane connection to him. This spell is an Optimized spell (see page 83).

Reveal the Gift (InVi30)

R: Far, D: Mom, T: Ind
Spell Focus: A Small Mirror (+2)

This spell can be cast on any living creature. If it has any magical ability, the caster sees a white aura surrounding the being. The brightness of the aura correlates to the magical power of the creature. Casting this spell on other Hermetic magi is technically against the Code, since it constitutes magical spying. However, casting it on someone whom the caster did not know was a member of the Order is usually forgiven.

Strings of the Passive Arcane Connection (InVi45)

R: Arc, D: Conc, T: Ind, Ritual

When cast on a target item or person, the caster can see a hazy string between the target and those objects that are passive arcane connections to it (see page 74). The closer the arcane connection is to the target, the clearer and thicker the string seems to be. The strength of the arcane connection also affects the clarity and thickness of the string.

Muto Vim

Rune of Protection (MuViGen)

R: Per/Touch, D: Special, T: Ind, Ritual

With this ritual a rune is marked on the target, which acts as a ring for the purposes of the Ring duration. Those spells cast on the marked target that normally have a duration of Ring stay in effect as long as the rune is undisturbed. Such spells may be dispelled upon the caster's command, or when the rune created with this ritual is ruined or marred. Moving the target ruins the rune. Only one spell of Ring duration can be maintained on the target at one time. This ritual only affects spells of equal or lower level.

Warping the Magical Veil (MuVi20)

R: Near, D: Mom, T: Ind
Spell Focus: A snare (+1)

The caster may magically move the boundary of a regio. Regiones have boundaries at all points within them: it is not usually necessary to be at the physical edge. The caster may move the boundary to any level that he can see, and may move it over one individual within range. That individual moves to the other level of the regio, and stays in that level unless he is capable of moving back. The spell may be used to bring things to the caster's level, or to send them away. There are four versions of this spell, one for each type of regio.

Perdo Vim

Hammer of Thaumaturgical Shattering (PeViGen)

R: Reach/Near, D: Conc, T: Ind
Spell Focus: A Small Lead Mallet (+3)
Requisite: Intéllego

This spell allows the caster to examine active magical effects and offers a chance at undoing them by breaking apart weak points in their design. The caster may examine spells currently acting on one creature, object, or area, as long as he can concentrate uninterrupted for one minute per magnitude of the invested spell. When done studying, the caster matches a stress roll + Intéllego + Vim + Magic Theory + Perception against a stress roll modified by the level of the spell being investigated. If the caster's total is higher, and if the level of the *Hammer* is higher than the target spell's level, that spell is broken. The *Hammer* is difficult to use against magic the caster does not understand, such as non-Hermetic magic. In this case, double the effective level of the investigated spell or power.

Rune of Magical Silence (PeViGen)

R: Touch, D: Special, T: Small, Ritual

By means of this ritual, a rune is crafted on an object or location, after which no magic can enter, come from, or affect the object or place unless the spell effect is more powerful than this ritual. Runes created through this ritual do not affect magical people or places themselves, just the spells or powers they project. The spell ends when the inscribed ruin is destroyed or marred.

Tide of Demonic Oblivion (PeViGen)

R: Near/Sight, D: Inst, T: Str
 Spell Focus: Roses (+3)

This spell creates an invisible rush of magical power that wears away at the power of any demons within the target area. Roll a quality die + this spell's level - 15 when this spell is cast. For every point that this roll exceeds a targeted demon's Infernal Might, it loses one point of Might. This comparison is made for each demon present (only roll once, though). If a demon's Infernal Might is reduced to 0, the demon is banished back to Hell for an indeterminate amount of time.

The caster may weave as many demonic true names as he wishes into the casting of this spell, each increasing the casting time by one round. If a named demon is in the area, the caster doubles his roll against that demon. Repeated castings of this spell become more effective as the Might of opposing demons is eroded.

Rego Vim

Ring of Runes (ReViGen)

R: Near, D: Ring, T: Bound, Ritual

In this ritual, a circle of runes is crafted around a chosen target area. Adjacent runes must be within sight of each other. Once the ring is established, any spell cast upon it affects all those within the *Ring of Runes*, if appropriate to the spell, and if the spell is less than half the level of this ritual. Only spells cast by the ring's creator are so affected, and only spells cast from outside the ring to inside it may affect the whole area. Spells cast within the ring function normally. The ring and its effects persist for as long as all runes remain unmolested.

Wizard's Wait (ReViGen)

R: Near, D: Conc, T: Ind

Spell Focus: A Bag with Drawstring (+2)

By casting this spell before another, the caster can delay the actual release of the second spell until a chosen time. A Concentration roll is required for every round that the second spell is delayed, with the ease factor based on surrounding events. If a Concentration roll fails, the second spell is released prematurely; if a roll botches, the second spell is lost. Spells delayed by this spell must be of a lower level than this one.

Anchoring the Mystic Veil (ReVi50)

R: Touch, D: Perm, T: Ind, Ritual

This spell creates a permanent point of entry from the mundane world to a corresponding place in a regio level above it. The spell must be cast twice; first from within the regio, then on the corresponding point in the mundane world. The higher level's aura value affects the casting of the spell on the mundane level. The storyguide may also apply other modifiers to the spell's casting, depending on the regio inhabitants' willingness to have the tunnel formed and other related factors. The castings must both succeed and be performed within the space of a sunrise to sunset (or vice-versa) for the gateway to form.

The spell must be anchored to two objects which have some resemblance, however remote, to a door or gateway (such as a space between two sets of stately trees, between a pair of rock columns, or between a set of ever-burning, magical braziers). The "gates" must also exist on both the mundane and destination levels of the regio. Furthermore, the caster must invest six pawns of vis (in addition to the cost of the ritual), three pawns into each gateway, when establishing the gates. This vis must be of a kind appropriate to the

gateways (for example, Herbam if the gates consist of trees).

If either of the gateways for the spell is destroyed the tunnel between levels is dispelled. If either gate is destroyed, or the tunnel is dispelled, all vis invested in the gates is lost. Inhabitants of regiones do not usually appreciate dangers to their home, nor disturbances of their peace. They may therefore take an active role in destroying a gate or tormenting its creators. If a person is in the tunnel while a gate is destroyed, there is no telling what might happen to that person. He might be deposited in the regio level that still has a gate intact, or might be deposited elsewhere in the regio.

This spell has a casting requisite of a Form appropriate to the nature of the gate-anchors.



**Rego
 Vim**

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