

Contents..... 3

Introduction..... 4

 Welcome to Ars Magica..... 4

 Basic Ideas..... 4

 Structure of the Book..... 6

 Die Rolls..... 6

 Simple Die..... 6

 Stress Die..... 6

 Botch Dice..... 7

 Glossary..... 8

The Order of Hermes..... 9

 The Order's History..... 9

 The Foundation of the Order..... 9

 The Twelve Founders..... 9

 Crises in the Order..... 10

 The Houses of Hermes..... 10

 Covenants..... 13

 The Code of Hermes..... 13

 The Peripheral Code..... 13

 Tribunals..... 14

 The Grand Tribunal..... 14

 Regional Tribunals..... 15

 The Order and Society..... 15

 Peasants..... 15

 The Church..... 15

 Nobility..... 15

 Cities..... 15

 Magical Items..... 16

 Other Wizards..... 16

Characters..... 17

 Character Types..... 17

 Magi..... 17

 Companions..... 17

 Grog..... 17

 Character Basics..... 18

 Size..... 18

 Virtues and Flaws..... 18

 Characteristics..... 18

 Abilities..... 18

 Personality Traits..... 18

 Reputations..... 19

 Confidence..... 19

 Character Templates..... 20

 Format..... 20

 Grog Templates..... 21

 Companion Templates..... 22

 Magus Templates..... 24

 Detailed Character Creation..... 28

 Magi Only: A Hermetic House..... 28

 Virtues and Flaws..... 28

 Detailed Character Creation Summary..... 29

 Starting Character Age..... 29

 Hermetic Houses Summary..... 30

 Characteristics..... 30

 Abilities..... 31

 Sample Childhoods..... 31

 Advancement Table..... 31

 Personality..... 33

 Reputations..... 33

 Confidence..... 33

 Equipment..... 33

Virtues and Flaws..... 36

 Types of Virtue & Flaw..... 36

 The Gift..... 36

 Hermetic..... 36

 Social Status..... 36

 Supernatural..... 36

 Personality..... 37

 Story..... 37

 General..... 40

 Virtues and Flaws Rules and Guidelines..... 37

 Full List of Virtues and Flaws..... 38

 Virtues..... 40

 Flaws..... 51

Abilities..... 62

 Specializations..... 62

 Abilities With No Score..... 62

 Ability List..... 62

 Ability Types..... 63

 General Abilities..... 63

 Academic Abilities..... 63

 Arcane Abilities..... 63

 Martial Abilities..... 63

 Supernatural Abilities..... 63

Covenants..... 68

 Covenant Seasons..... 68

 Spring..... 68

 Summer..... 68

 Autumn..... 69

 Winter..... 70

 Customized Covenant Creation..... 71

 Baseline..... 71

 Accessible Power Level..... 71

 Resources..... 71

 Hooks..... 72

 Boons..... 74

 The Covenant in Play..... 74

Hermetic Magic..... 75

 The Gift..... 75

 First Impressions..... 76

 Established Relationships..... 76

 The Hermetic Arts..... 77

 Techniques..... 77

 Forms..... 78

 Limits of Magic..... 79

 The Limit of the Divine..... 79

 The Limit of Essential Nature..... 79

 The Lesser Limits..... 80

 Raw Vis..... 80

 Casting Spells..... 81

 Spell Basics..... 81

 Formulaic Magic..... 81

 Ritual Magic..... 81

 Spontaneous Magic..... 81

 Penetration Total..... 82

 Concentration..... 82

 Spellcasting Options..... 82

 Using Raw Vis..... 82

 Words and Gestures..... 83

 Fast Casting..... 83

 Ceremonial Casting..... 83

 Arcane Connections..... 84

Penetration.....	84	The End of Apprenticeship.....	107
Magic Resistance.....	85	Arcane Experiments.....	107
Parma Magica.....	85	The Experimental Premise.....	107
Awareness of Attack.....	85	Extraordinary Results.....	108
The Functioning of Magic Resistance.....	85	Inventing a Spell by Experimentation.....	108
Aiming.....	86	Enchanted Items Created by Experimentation.....	108
Sigils.....	86	Enchanting a Familiar by Experimentation.....	108
Spell Mastery.....	86	Experimenting on Longevity Rituals.....	108
Mastered Spell Special Abilities.....	87	Investigating an Enchanted Item by Experimentation.....	108
Books on Spell Mastery.....	87	Experimentation: Extraordinary Results.....	109
Dangers.....	87	Shape and Material Bonuses.....	110
Botches.....	87	Spells.....	111
Warping.....	88	Spell Design.....	111
Wizard's Twilight.....	88	The Central Rule.....	111
Certamen.....	89	Level Guidelines.....	111
Mysteries.....	91	Ranges, Durations, Targets.....	111
Bjornaer: The Heartbeast.....	91	Targets and Creo.....	113
Criamon: The Enigma.....	92	Targets and Sizes.....	113
Merinita: Faerie Magic.....	92	Changing Ranges, Durations and Targets.....	114
Verditius: Verditius Magic.....	93	Ritual Spells.....	114
Laboratory.....	94	Requisites.....	114
Basic Laboratory Activities.....	94	Spell Format.....	115
Creating a Laboratory.....	94	Technique and Form.....	115
Arcane Studies.....	94	Title.....	115
Fixing Arcane Connections.....	94	Level.....	115
Vis.....	94	Ritual.....	115
Spells.....	94	Requisites.....	115
Learning Spells from a Teacher.....	95	Description.....	116
Inventing Spells.....	95	Design.....	116
Magical Enchantments.....	95	The Wizard's Sigil.....	116
Enchantment Summary.....	95	Animal Spells.....	117
Types of Enchanted Item.....	96	Creo Animal Spells.....	117
Shape and Material.....	97	Intellego Animal Spells.....	117
Material and Size Tables.....	97	Muto Animal Spells.....	118
Preparation for Enchantment.....	97	Perdo Animal Spells.....	119
Talisman Attunement.....	98	Rego Animal Spells.....	120
Instilling Effects.....	98	Aquam Spells.....	121
Effect Frequency Table.....	98	Creo Aquam Spells.....	121
Using Enchanted Devices.....	100	Intellego Aquam Spells.....	122
Investigating Enchantments.....	100	Muto Aquam Spells.....	122
Similar Spells.....	101	Perdo Aquam Spells.....	123
Longevity Rituals.....	101	Rego Aquam Spells.....	124
Laboratory Texts.....	101	Auram Spells.....	125
Using Laboratory Texts.....	102	Creo Auram Spells.....	125
Writing Laboratory Texts.....	102	Intellego Auram Spells.....	127
Translating Laboratory Texts.....	102	Muto Auram Spells.....	127
The Laboratory in Play.....	102	Perdo Auram Spells.....	128
Multiple Laboratory Activities.....	102	Rego Auram Spells.....	128
Help in the Laboratory.....	103	Corpus Spells.....	129
Distractions from Lab Work.....	103	Creo Corpus Spells.....	129
Familiars.....	103	Intellego Corpus Spells.....	130
Finding and Befriending an Animal.....	104	Muto Corpus Spells.....	131
Enchanting the Familiar.....	104	Perdo Corpus Spells.....	132
The Initial Bond.....	104	Rego Corpus Spells.....	134
The Bound Familiar.....	105	Herbam Spells.....	135
Empowering the Bond.....	105	Creo Herbam Spells.....	135
The Familiar in Play.....	105	Intellego Herbam Spells.....	136
The Participation of Other Players.....	106	Muto Herbam Spells.....	137
Apprentices.....	106	Perdo Herbam Spells.....	137
Finding Your Apprentice.....	106	Rego Herbam Spells.....	138
Training Your Apprentice.....	106	Ignem Spells.....	139
Fleshing Out Your Apprentice.....	107	Creo Ignem Spells.....	139
The Apprentice in Play.....	107	Intellego Ignem Spells.....	141
		Muto Ignem Spells.....	141

Perdo Ignem Spells.....	142	Melee Weapons Table.....	176
Rego Ignem Spells.....	142	Missile Weapon Table.....	177
Imáginem Spells.....	143	Encumbrance.....	178
Creo Imáginem Spells.....	144	Fatigue.....	178
Intellego Imáginem Spells.....	144	Short-Term Fatigue.....	178
Muto Imáginem Spells.....	145	Recovery From Short-Term Fatigue.....	178
Perdo Imáginem Spells.....	146	Long-Term Fatigue.....	178
Rego Imáginem Spells.....	146	Wounds.....	178
Mentem Spells.....	148	Activities While Injured.....	178
Creo Mentem Spells.....	148	Recovering From Wounds.....	179
Intellego Mentem Spells.....	148	Other Perils.....	180
Muto Mentem Spells.....	149	Debilitation.....	180
Perdo Mentem Spells.....	150	Deprivation.....	180
Rego Mentem Spells.....	151	Disease Table.....	180
Terram Spells.....	152	Poison Table.....	180
Creo Terram Spells.....	152	Deprivation Table.....	180
Intellego Terram Spells.....	153	Injuries.....	181
Muto Terram Spells.....	154	Heat and Corrosion Table.....	181
Perdo Terram Spells.....	155	Impact Table.....	181
Rego Terram Spells.....	155	Travel.....	181
Vim Spells.....	156	Realms..... 182	
Creo Vim Spells.....	157	The Nature of the Realms.....	182
Intellego Vim Spells.....	157	Realm Auras.....	183
Muto Vim Spells.....	159	Realm Interaction.....	183
Perdo Vim Spells.....	160	Realm Interaction Table.....	183
Rego Vim Spells.....	161	Supernatural Activity Rolls Modified by Aura.....	183
Long-Term Events..... 163		Creatures of a Realm.....	183
Experience and Advancement.....	163	Magic Resistance and Penetration.....	184
Using Experience Points.....	163	The Magic Realm.....	184
Advancement.....	163	Magical Creatures.....	184
Advancement Table.....	164	Magical Auras.....	184
Writing Books.....	165	The Magic World.....	185
Learning Supernatural Abilities.....	166	The Infernal Realm.....	186
Changing Reputations.....	167	Infernal Creatures.....	186
Warping.....	167	Infernal Auras.....	186
Warping Points and Score.....	167	The Faerie Realm.....	187
Warping and Non-Humans.....	167	Faerie Creatures.....	187
Gaining Warping Points.....	167	Faerie Auras.....	187
Living in Strong Auras.....	167	Arcadia.....	188
Warping Points and Constant Effects.....	168	The Divine Realm.....	188
Effects of Warping.....	168	Divine Auras.....	188
Aging.....	168	True Faith.....	189
Apparent Age Increase.....	169	Miracles.....	189
Aging Points.....	169	The Mundane.....	189
Aging Table.....	170	Regiones.....	189
Decrepitude.....	170	Entering and Leaving Regiones.....	189
Crisis.....	170	The Origins of Regiones.....	190
Obstacles..... 171		Vis Sources.....	190
Combat.....	171	Sample Vis Sources.....	190
Combat Scores.....	171	Bestiary..... 191	
Damage Table.....	171	Creature Might.....	191
Combat Botches.....	171	Creature Powers.....	191
Combat Sequence.....	171	Creature Format.....	191
Groups.....	172	Size Examples.....	192
Disengaging.....	173	Creating Creatures.....	192
Exertion.....	173	Creatures of Magic.....	193
Magic.....	174	Ghostly Warder.....	193
Mounted Combat.....	174	A Magical Wolf.....	193
Non-Lethal Combat.....	174	Stellatus, the Dragon.....	194
Special Effects.....	175	Creatures of Faerie.....	194
Splitting Groups.....	175	Mateos, the Faerie Butler.....	194
Armor.....	176	Tarlan the Wolf.....	195
Armor Table.....	176		
Weapon Descriptions.....	176		

Lord Marsyne.....	195	Rules Questions.....	217
Infernal Creatures.....	196	Resources.....	218
Michael.....	196	Saga Speed.....	218
Polandrus.....	197	Slow Saga.....	218
Bartholomew.....	197	Medium Saga.....	218
Creatures of the Divine.....	198	Fast Saga.....	218
Lupersus.....	198	Pulsed Saga.....	218
Seferiel.....	198	Troupe-Style Roleplaying.....	219
Mythic Europe.....	199	Alternative Characters.....	219
Making it Historical.....	199	Pooled Characters.....	219
Map of Mythic Europe.....	200	Guest Storyguiding.....	220
Pieces of History.....	202	Alpha and Beta Storyguides.....	220
The Church.....	202	Pure Troupe Style.....	220
Game Use: Doctrine.....	202	Researching a Setting.....	220
Magic and Sin.....	202	The Pure Fantasy Saga.....	220
Game Use: Sacraments.....	203	The No-Research Saga.....	221
Game Use: Saints.....	204	The Low-Research Saga.....	221
Game Use: Structures.....	204	The Medium-Research Saga.....	221
Game Use: Canon Law.....	205	The High-Research Saga.....	221
Game Use: Resources.....	205	The Extreme Research Saga.....	221
Game Use: Monasteries.....	206	Saga Styles.....	222
Game Use: Miracles.....	206	High Fantasy.....	222
The Nobility.....	207	Mundane Interactions.....	222
Game Use: Feudalism.....	207	Hermetic Life.....	222
Game Use: Travel.....	207	Action-Adventure.....	222
Game Use: Entertainment.....	208	Investigation.....	222
Game Use: Inheritance.....	208	Politics.....	222
Towns and Trade.....	209	Creation.....	222
Game Use: Markets and Fairs.....	209	Fourth Edition Conversion.....	223
Game Use: Towns.....	210	Nothing has Changed.....	223
Peasants.....	210	Everything has Changed.....	223
Errors and Anachronisms.....	210	The Long Answer.....	223
Stories.....	211	Background.....	223
General Considerations.....	211	Character Generation.....	223
Player Characters Centrality.....	211	Covenants.....	223
Plots.....	211	Magic.....	223
Variable Outcomes.....	211	Long-Term Events.....	224
Hooks.....	212	Combat.....	224
Climaxes.....	212	Character Conversion.....	224
Story Types.....	212	Formulae Review.....	225
Reactive Stories.....	212	Chapter Six: Covenants.....	225
Proactive Stories.....	212	Chapter Seven: Hermetic Magic.....	225
Soap Opera.....	213	Chapter Eight: Laboratory.....	226
Story Ideas.....	213	Chapter Nine: Spells.....	226
Exploration.....	213	Chapter Ten: Long-Term Events.....	227
Places to Explore.....	213	Chapter Eleven: Obstacles.....	227
Treasure Hunting.....	213	Chapter Twelve: Realms.....	227
Treasures to Hunt.....	214	Chapter Thirteen: Bestiary.....	227
Requests for Assistance.....	213	Spells Index.....	228
Things to be Asked.....	214	Index.....	230
Crises at Home.....	214	Character Sheets.....	236
Potential Crises.....	215		
Politics.....	214		
Political Issues.....	215		
Quests.....	214		
Objects of Quests.....	215		
Sagas.....	216		
Background Questions.....	216		
History.....	216		
The Order of Hermes.....	216		
The Church.....	216		
The Infernal.....	217		
The Fate of Magic.....	217		