

EASY HERMETIC MAGIC
FOR
FANTASY AGE
SECOND EDITION

© ICOSAHEDRON

First Printing, January 2024

Printed in the U.S.A.

CONTENTS

Hermetic Magic the Easy Way	1
Arcana Correspondences to Hermetic Arts	1
Arcana Degree and Hermetic Spell Level.....	2
Enchantment Arcana Degree.....	2
Maximum Spell Level by Technique and Form Degrees	2
Hermetic Spell Degrees by Level.....	3
Magic Points and Target Numbers by Spell Level.....	3
Hermetic Spell Format.....	4
Converting Ars Magica Spells to Fantasy AGE Spells.....	5
Ease Factor to Target Number	6
Characteristics to Abilities	6
Wounds	7
Concentration Roll.....	7
Ability Tests Versus Spellpower.....	8
Raw Vis.....	8
Arcane Connections	9
Envoy, Rogue, and Warrior Spellcasters.....	10
Arcane Disciple Specialization.....	10
Arcane Training for Mages.....	11
Arcane Training Talent	11
Spell Research	11
Arcana Spell Research.....	11
Hermetic Spell Research.....	12
Hermetic Magical Enchantments.....	12
Vis	14
Vis Production	14
Vis Sources.....	14
Vis from Creatures	14
New Specializations.....	15
Abjurer Specialization.....	15
Animist Specialization	15
Diviner Specialization	16
Doomspeaker Specialization.....	16
Elementalist Specialization	17
Enchanter Specialization	17
Illusionist Specialization	18
Certamen	18
Certamen Stunts	19
Certamen Talent	21

HERMETIC MAGIC THE EASY WAY

Okay, maybe you like the idea of using the magic system found in *Ars Magica* but you hate the thought of having to implement all of the rules that I layed out in the other document. No problem, this version is for you. We're going to take the normal things that are in *Fantasy AGE* and "key" them to items in *Ars Magica* to make a very easy-to-use system.

The idea is that we're using the *Fantasy AGE* game system as-is with no changes except what is detailed below (i.e., forget everything previously said in the other document). Only mages and characters who take the Arcane Disciple specialization will be able to use the rules below.

Each Hermetic Art is keyed to one or more Arcana. A mage character's Arcana determine their proficiency in the Arts. The correspondences are listed below.

ARCANA CORRESPONDENCES TO HERMETIC ARTS	
Ars Magica Hermetic Art	Fantasy AGE Arcana
<i>Techniques</i>	
Creo	Heroic
Intellego	Divination
Muto	Fate
Perdo	Death
Rego	Protection
<i>Forms</i>	
Animal	Beast
Aquam	Water
Auram	Air and Lightning
Corpus	Healing
Herbam	Wood
Ignem	Cold and Fire
Imaginem	Illusion and Shadow
Mentem	Mind
Terram	Earth
Vim	Power

When an Art has two possible Arcana, you will use the higher degree in those Arcana to determine the character's Art degree in that Art. For example, if a character has Cold (Expert) and Fire (Novice), they will have Ignem (Expert). A character's Arcana choices determine their Art degrees.

The combination of the character's degree in a Technique and degree in a Form determines the highest level of spell that character can learn and cast in that combination. There are no Art talents in this system; everything is keyed to the normal Arcana and the spellcasters get the normal Arcana spells as they attain degrees.

Each degree's contribution to the maximum Hermetic spell level is shown in the table.

ARCANA DEGREE AND HERMETIC SPELL LEVEL	
Arcana Degree	Hermetic Spell Level Maximum
None	+0
Novice	+10
Expert	+20
Master	+30

So if a character has Cold (Expert), Fire (Novice), and Heroic (Novice), they would have a Hermetic spell maximum of level 30 for Creo Ignem spells.

The Enchantment Arcana does not correspond directly to only one Art. Gaining one degree in Enchantment allows a spellcaster to add five to the maximum level in one Technique and five to the maximum level in one Form. The table below shows what a character gains upon attaining each new degree in the Enchantment Arcana (not the cumulative bonuses). A spellcaster can put each +5 bonus into any Technique or Form and can choose the same Technique and/or Form at higher degrees.

Regardless of a character's Arcana, Enchantment, Arcane Training, and/or other degrees, the maximum bonus for each Art is 40. Thus, the overall maximum spell level possible is 80.

ENCHANTMENT ARCANA DEGREE	
Degree	Hermetic Spell Level Maximum
Novice	+5 to one Technique and +5 to one Form
Expert	+5 to one Technique and +5 to one Form
Master	+5 to one Technique and +5 to one Form

This is the only time that player choice goes into determining the maximum levels of Hermetic spells. Otherwise, determining a character's proficiency in the Hermetic Arts is as easy as taking a look at what *Fantasy AGE* Arcana they have chosen. The table below shows the simple combinations (not taking into account Enchantment Arcana bonuses).

MAXIMUM SPELL LEVEL BY TECHNIQUE AND FORM DEGREES				
T + F	Basic	Novice	Expert	Master
Basic	4	10	20	30
Novice	10	20	30	40
Expert	20	30	40	50
Master	30	40	50	60

You'll note two things on the table above. First, having no degrees ("Basic") in either the Technique or the Form allows you to learn and cast spells of 1st to 4th level. These are Minor Arcana and you can use the Minor Arcana from all Arts once you've taken your first spellcasting talent.

Secondly, you'll notice the color scheme that bands certain spell levels together. For the purposes of the *Fantasy AGE* rules, whenever you must know the "degree" of a Hermetic spell, use the following table.

HERMETIC SPELL DEGREES BY LEVEL	
Degree	Hermetic Spell Levels
Minor	1st through 4th
Novice	5th through 20th
Expert	25th through 40th
Master	45th and higher

The magic points required to cast the spell and the difficulty of casting the spell is tied to the Hermetic level of the spell. The table below details.

MAGIC POINTS AND TARGET NUMBERS BY SPELL LEVEL		
Spell Level	Magic Points	Target Number
1	1	--
2	1	--
3	1	--
4	1	--
5	2	11
10	4	12
15	6	13
20	8	14
25	10	15
30	12	16
35	14	17
40	16	18
45	18	19
50	20	20
+5	+2	+1

We now have the magic point costs and the casting roll target numbers for Hermetic spells. All that's left is to determine how the other facets of the spell format are filled in. The spell keeps its *Ars Magica* name. The main requirement is that the character can learn and cast a spell of that Hermetic level. This is denoted as "Technique Form ##" where "##" is the Hermetic spell level. The range, duration, and target of the spell remains the same as in the *Ars Magica* version of the spell.

HERMETIC SPELL FORMAT	
Spell Trait	How to Determine
Spell Name	Ars Magica Spell Name
Requirements	Technique Form ##
Spell Type	Attack, Defense, Enhancement, or Utility (as appropriate)
MP Cost	2 × Spell Magnitude (for 5th level and higher)
Casting Time	Major Action (Formulaic), One Minute (Ritual)
Target Number	10 + Spell Magnitude
Test	Ability (Focus) vs. Spellpower (as appropriate)
Focuses	Focuses that apply to the Casting Roll and Spellpower
Range	Ars Magica Range
Duration	Ars Magica Duration
Target	Ars Magica Target

Example spells:

BALL OF ABYSMAL FLAME		
REQUIREMENT: Creo Ignem 35		
SPELL TYPE: Attack	MP COST: 14	
CASTING TIME: Major Action	TARGET NUMBER: 17	
TEST: Dexterity (Acrobatics)	FOCUSES: Heroic and Fire	
RANGE: Voice	DURATION: Momentary	TARGET: Individual

A ball of flame shoots from your hand to strike a single target, doing 1d6 + 30 damage. Targets that make a successful Dexterity (Acrobatics) test vs. your Spellpower take half damage.

THE CHIRURGEON'S HEALING TOUCH		
REQUIREMENT: Creo Corpus 20		
SPELL TYPE: Utility	MP COST: 8	
CASTING TIME: One Minute	TARGET NUMBER: 14	
TEST: None	FOCUSES: Heroic and Healing	
RANGE: Touch	DURATION: Momentary	TARGET: Individual, Ritual

This spell heals a single Light Wound suffered by the person touched. This spell does not heal damage from poison or disease.

Reading the descriptions of these spells, it is apparent that we need a systematic way of converting the spell effects into *Fantasy AGE* terms. The table below shows some of the common conversions that will be needed.

CONVERTING ARS MAGICA SPELLS TO FANTASY AGE SPELLS	
Ars Magica Trait	Fantasy AGE Trait
+ X Recovery Bonus	+X Health for Total Rest
± X Characteristic	± X Ability
Increase Characteristic to no higher than X	Increase Ability to no higher than X
A roll of X+	Ability Test TN = 5 + $\frac{2}{3}$ X (round up to nearest odd number)
± X to Attack	± $\frac{2}{3}$ X to Attack Rolls
± X to Defense	± $\frac{2}{3}$ X Defense
± X Soak	± X Armor Rating
± X to rolls	± $\frac{2}{3}$ X to Ability Test
Light Wound	Gained Scarred condition (-1 penalty to one Ability)
Medium Wound	Gained Scarred condition (-2 penalty to one Ability)
Heavy Wound	Gained Scarred condition (-3 penalty to one Ability)
Incapacitating Wound	Gained Scarred (-4) and Unconscious conditions
Fatal Wound	Gain the Dying condition
Death	Gain the Dying condition
+ X Damage for Spell	1d6 + X Damage
+ X Damage added to a weapon	+ X Damage
Arcane Connection	As in Ars Magica
+ X Size	+ 2 × X Strength + 5 × X Health – 1 × X Speed and Defense
- X Size	– 2 × X Strength – 5 × X Health + 1 × X Speed and Defense
Might 1 to 10 (Ward Spell Level 10)	Minor Threat
Might 11 to 20 (Ward Spell Level 20)	Moderate Threat
Might 21 to 30 (Ward Spell Level 30)	Major Threat
Might 31 to 40 (Ward Spell Level 40)	Dire Threat
Might 41 to 50 (Ward Spell Level 50)	Legendary Threat
Spell produces effect “against which armor is no defense” or similar (such as <i>Parching Wind</i> PeAq 20).	Penetrating Damage
Concentration Roll	Willpower (Self-Discipline) Test
“Heals as a (Type) Wound” like <i>Incantation of the Milky Eyes</i> PeCo 30.	Use the guidelines below to see how long the condition would last.
Reduce Might (<i>Lay to Rest the Haunting Spirit</i>)	Damage is 1d6 + Spell Level but the target must fail a test to resist the spell. This is penetrating damage.
“Penetrating Magic Resistance”	This means the target failed a test to resist the spell.
Gain X Warping Points	Take 5X Penetrating Damage.
Parma Magica	Instead of Parma Magica, the spells in this game allows tests to avoid the effects of spells.
Magic Resistance	Instead of Magic Resistance, the spells in this game allows tests to avoid the effects of spells.
Penetration Ability	Instead of Penetration, the spells in this game allows tests to avoid the effects of spells.
Finesse Ability	Use Accuracy (Arcane Blast) for Finesse.
Raw Vis	One pawn of raw vis is required for each magnitude of ritual spell.

Ease Factor to Target Number

Some spells give an *Ars Magica* Ease Factor that needs to be converted to a *Fantasy AGE* target number. The formula for conversion is:

$$\text{TARGET NUMBER (TN)} = 5 + \frac{2}{3} \times \text{EASE FACTOR (ROUND UP TO NEAREST ODD NUMBER)}$$

Alternatively, you can use the table below. Each Ease Factor has been mapped to a standard *Fantasy AGE* target number (odd numbers).

EASE FACTOR TO TARGET NUMBER			
Ars Magica Description	Ars Magica Ease Factor	Fantasy AGE Target Number	Fantasy AGE Description
Trivial	0	5	Everyday
Simple	1-2-3	7	Routine
Easy	4-5-6	9	Easy
Average	7-8-9	11	Average
Hard	10-11-12	13	Challenging
Very Hard	13-14-15	15	Hard
Impressive	16-17-18	17	Formidable
Remarkable	19-20-21	19	Imposing
Almost Impossible	22-23-24	21	Nigh Impossible

Characteristics to Abilities

Spells affected *Ars Magica* Characteristics will affect *Fantasy AGE* abilities. The table below shows equivalencies.

CHARACTERISTICS TO ABILITIES	
Ars Magica Characteristic	Fantasy AGE Ability
Intelligence	Intelligence
Perception	Perception
Strength	Strength
Stamina	Constitution
Presence	Communication
Communication	Communication
Dexterity	Accuracy and Fighting
Quickness	Dexterity

Wounds

Wounds are treated as a special Scarred condition that can heal over time. The table below shows the type of wound, the penalty that the wound imposes to one ability (normally Accuracy, Constitution, Dexterity, Fighting, or Strength), and the amount of time it takes to naturally heal the wound. Magic, of course, can be used to heal wounds. Normal *Fantasy AGE* spells and effects that can remove the Scarred condition can also heal wounds.

WOUNDS		
Wound Type	Penalty	Healing Time
Light Wound	-1	One week
Medium Wound	-2	One month
Heavy Wound	-3	One season
Incapacitating Wound	-4	Special, see below

For an Incapacitating Wound, death could come at any time. The player makes two Constitution (Stamina) tests per day, one at sunset and one at sunrise, for the character versus a Target Number of 11. A successful roll improves all Incapacitating Wounds to Heavy Wounds and the character loses the Unconscious condition. On a failed roll, the character retains the Incapacitating Wound and Unconscious conditions. On a roll of 5 or less, the character gains the Dying condition.

Incapacitating Wound can be imposed as a Defeat Condition (see *Fantasy AGE Core Rulebook 2nd Edition*, page 56). Also, players can choose to reduce any damage that would be inflicted on their characters by a number of dice (1d6) equal to the positive value of the wound penalty by accepting a wound of the appropriate severity. This might be preferable to being reduced to zero Health and having a Defeat Condition imposed.

Concentration Roll

The spellcasting concentration target numbers for Willpower (Self-Discipline) tests are below.

CONCENTRATION TABLE	
Situation	Target Number
Still	5
Walking	7
Running or Jostled	11
Sudden Noise or Flash of Light	11
Dodging or Knocked Down	13
Answering a Single Easy Yes/No Question	13
Maintaining Two or More Spells	$9 + 2 \times \text{Number of Spells}$
Damaged this Round	15
Conversation	15
Casting Another Spell	15
Injured	$5 - 2 \times \text{Scarred Penalties}$

Ability Tests Versus Spellpower

Since there's no *parma magica* in this system, the test becomes important. Any time a Hermetic spell would need to penetrate *parma magica* or magic resistance to affect another magus or other creature, there needs to be a *Fantasy AGE* test. The test should be an appropriate ability paired with an appropriate focus. It's not important to get the ability or focus exactly right. What is important is to call for the test. Some examples are below:

Attempted "Save"	Ability (Focus)
Lessen bludgeoning damage	Constitution (Stamina)
Lessen cold damage	Constitution (Stamina)
Lessen electricity damage	Constitution (Stamina)
Resist being stunned	Constitution (Stamina)
Resist drowning	Constitution (Stamina)
Avoiding ensnaring roots	Dexterity (Acrobatics)
Dodging a magical blast	Dexterity (Acrobatics)
Remain standing during earthquake	Dexterity (Acrobatics)
Remain standing during explosion	Dexterity (Acrobatics)
Sneaking past magical sensors	Dexterity (Stealth)
Seeing through a false magical aura	Intelligence (Arcane Lore)
Noticing being scried upon	Perception (Empathy)
See through illusion magic	Perception (Seeing)
Crossing a rushing torrent of water	Strength (Might)
Resisting being knocked prone	Strength (Might)
Resist magical alteration of fate	Willpower (Self-Discipline)
Resist magical transformation	Willpower (Self-Discipline)
Resist psychic attacks	Willpower (Self-Discipline)
Resisting a curse	Willpower (Faith)

As you can see, these tests most often involve Constitution, Dexterity, Perception, Strength, or Willpower. You can always default to Willpower (Faith) to represent divine intervention. Sometimes the *Ars Magica* spell will suggest a test (like Constitution (Stamina) for *Flash of the Scarlet Flames*).

Raw Vis

Ritual spells require one pawn of raw vis for each magnitude of the spell. The pawns of raw vis must match the Technique of the spell and/or the Form of the spell.

Arcane Connections

In addition to having an actual Arcane Connection (like a vial of water for *Call of the Rushing Waters*), a spellcaster can attempt to cast a spell with an Arcane Connection range based on Familiarity. Apply the modifier below to the casting roll.

FAMILIARITY ARCANE CONNECTIONS		
Familiarity	Modifier to Casting Roll	Definition
Present	+0	A subject visible to the naked eye or in physical or magical contact with the mage. Mage has an Arcane Connection in hand.
Very Familiar	-2	A subject currently seen or sensed through another spell, a close friend or relative, an item made by the mage or owned and used for at least a year, a place where the mage spent at least a year.
Familiar	-4	A subject the mage has been acquainted with for at least three months, a casual friend.
Somewhat Familiar	-6	A subject the mage has been acquainted with for at least a week, reading someone else's memory of a familiar subject.
Casually Familiar	-8	A subject the mage has been acquainted with only briefly, reading someone else's memory of a somewhat familiar subject.
Slightly Familiar	-10	A subject the mage has only seen briefly or had described in detail.
Unfamiliar	--	A subject totally unfamiliar and unknown to the mage and out of the mage's line of sight or physical contact. Spells cannot be used on unfamiliar subjects.

ENVOY, ROGUE, AND WARRIOR SPELLCASTERS

Earlier, we said that envoys, rogues, and warriors taking the Arcane Disciple specialization would be able to take advantage of these rules for Hermetic magic. Taking Arcane Disciple (Novice) grants the ability to learn and cast Minor Arcana from all Arts. The Novice and Expert degrees also grant a +5 bonus to the maximum spell level that can be learned and cast in the Art that corresponds to the Arcana of the spell chosen. The Master degree grants either two +5 bonuses (if two Novice spells were taken) or one +10 bonus (if one Expert spell was taken). For example, if a character gains Arcane Disciple (Novice) and chooses Flame Blast, they now have the ability to learn and cast any Hermetic spell of levels 1 through 4 and gain a maximum spell level of 5 in Ignem. If the character chooses an Enchantment Arcana spell, the player may apply the +5 bonus to any Art.

ARCANE DISCIPLE

CLASSES: Envoy, Rogue, Warrior

REQUIREMENTS: Intelligence 2, Willpower 2, and the Intelligence (Arcane Lore) focus

You have studied some magic alongside your other pursuits.

NOVICE: You gain one Novice spell from any arcana. You also gain magic points equal to your 5 + Willpower + 1d6. In addition, you are able to learn and cast Minor Arcana and Hermetic spells of levels 1 through 4 from any Art. You gain +5 to your maximum Hermetic spell level in the Art that corresponds to the Arcana of the spell you chose.

EXPERT: You gain one Novice spell from any arcana in addition to the one you got with the Novice degree. You may also reduce the strain of casting in armor by 3. You also gain an additional 1d6 + Willpower magic points on top of those provided at Novice degree. You gain +5 to your maximum Hermetic spell level in the Art that corresponds to the Arcana of the spell you chose.

MASTER: You gain one Expert spell of any arcana. Alternatively, you may take two more Novice spells from any arcana. You once again gain 1d6 + Willpower magic points on top of those provided at the Novice and Expert degrees. If you took two Novice spells, you gain +5 to your maximum Hermetic spell level in the Arts that corresponds to the Arcana of the spells you chose. If you took one Expert spell, you gain +10 to your maximum Hermetic spell level in the Art that corresponds to the Arcana of the spell you chose.

ARCANE TRAINING FOR MAGES

The Arcane Training talent grants additional spells so it will also grant additional bonuses to raise the maximum Hermetic spell levels that a mage can learn and cast.

ARCANE TRAINING

CLASSES: Mage

REQUIREMENTS: Novice degree in one or more arcana

Your arcane training and knowledge of spells are expansive.

NOVICE: You learn two additional Novice degree spells from any arcana you know. In addition, you gain +5 to your maximum Hermetic spell level in the Arts that corresponds to the Arcana of the spells you chose.

EXPERT: You learn an additional Novice degree or an additional Expert degree spell from any arcana you know. Your power over the arcana's degree must at least equal the degree of the chosen spell. In addition, you gain +10 to your maximum Hermetic spell level in the Art that corresponds to the Arcana of the spell you chose.

MASTER: You learn an additional spell of any degree from any arcana you know. Your power over the arcana's degree must at least equal the degree of the chosen spell. In addition, you gain +10 to your maximum Hermetic spell level in the Art that corresponds to the Arcana of the spell you chose.

SPELL RESEARCH

Each Arcana has eight spells: four Novice, two Expert, and two Master degree. There are 19 Arcana in the game, so there are 152 spells. To this, we add all of the various spells that already exist or could be made from Ars Magica. How can characters possibly take advantage of all of these magical applications? If this system is employed, characters should be allowed to research and learn new spells.

First, characters can learn additional Arcana spells through research. The actual details of what is required to conduct research will be left to the individual Game Master to decide. Characters may need laboratories, special temples, druid groves, etc. For our purposes, this is not important to know. What is important to know is how long it takes and how much it costs to research and learn another spell.

ARCANA SPELL RESEARCH		
Spell Degree	Time	Cost
Minor	1 day	25 sp
Novice	10 days	250 sp
Expert	30 days	750 sp
Master	50 days	1,250 sp

Learning Hermetic spells is similar. Times and costs by Hermetic spell level are shown below. The days used to create a spell need not be consecutive.

HERMETIC SPELL RESEARCH		
Spell Level	Time	Cost
1	1 day	25 sp
2	2 days	50 sp
3	3 days	75 sp
4	4 days	100 sp
5	5 days	125 sp
10	10 days	250 sp
15	15 days	375 sp
20	20 days	500 sp
25	25 days	625 sp
30	30 days	750 sp
35	35 days	875 sp
40	40 days	1,000 sp
45	45 days	1,125 sp
50	50 days	1,250 sp
+5	+5 days	+125 sp

Researching a spell in this way adds it to the character's spell repertoire just like adding new degrees in spell talents add new spells.

HERMETIC MAGICAL ENCHANTMENTS

Fantasy AGE already gives rules for creating temporary and permanent magic items that are common, uncommon, and rare. The following rules allow spellcasters to create Hermetic magical enchantments: invested items, lesser enchantments, and charged items. For Hermetic magical enchantments you will need to know a spellcaster's Laboratory Total, which is:

$$\text{LABORATORY TOTAL} = \text{TECHNIQUE BONUS} + \text{FORM BONUS} + \text{INTELLIGENCE (ARCANE LORE)}$$

Apply the Shape and Material Bonuses per *Ars Magica* rules to the Lab Total with this bonus limited to the character's Intelligence (Arcane Lore) total.

The spellcaster's Laboratory Total is the highest level of Hermetic magic item that can be constructed using the given Technique and Form. For example, if a 6th level character has an Intelligence of 5, the Arcane Lore focus (+2), a Creo score of 20, and an Ignem score of 10, that character can create magic items incorporating Creo Ignem effects of level 37 and lower.

Charged items require the Enchantment Arcana (Expert) spell Imbue Item. Lesser Enchantments and Invested Items require the Enchantment Arcana (Master) spell Empower Item. If a charged item is created, the spellcaster creates a number of charges equal to the Laboratory Total divided by the level of the effect, rounded down.

Hermetic magical enchantments take one day for each level of effect. For charged items and lesser enchantments, the character must work on the item every day until completion, casting either Imbue Item (for a charged item) or Empower Item (for a lesser enchantment) each day. If any day is missed, the item is not completed and all expenditure is lost. For an invested item, the character uses the Empower Item spell but need not cast the spell once per day until completion. The character can take breaks for as long as desired. The table below shows the costs for creating various types of items given the level of effect.

HERMETIC MAGICAL ENCHANTMENTS			
Level of Item	Charged Item	Lesser Enchantment	Invested Item
5	5 sp	125 sp	250 sp
10	10 sp	250 sp	500 sp
15	15 sp	375 sp	750 sp
20	20 sp	500 sp	1,000 sp
25	25 sp	625 sp	1,250 sp
30	30 sp	750 sp	1,500 sp
35	35 sp	875 sp	1,750 sp
40	40 sp	1,000 sp	2,000 sp
45	45 sp	1,125 sp	2,250 sp
50	50 sp	1,250 sp	2,500 sp
+1	+1 sp	+25 sp	+50 sp

When determining the level of effect, the Effect Frequency Table can be used as well as the Concentration, Effect Use, Environmental Trigger, and Linked Trigger effect modifications. The Spellpower of an effect is equal to ten plus the spellcaster's applicable Arcana focus for either the Technique or Form (normally whichever is higher). This Spellpower can be further augmented by an amount as high as the character's Willpower by increasing the level of the effect by 2½ per +1 to Spellpower, rounded up. This takes the place of Penetration. The spellcaster cannot make gains by adding an Effect Expiry under these rules.

As an example, consider the 6th level character above with a Creo Ignem Laboratory Total of 37. This character could create an item that casts *Ball of Abysmal Flame* (CrIg 35). With an Intelligence (Arcane Lore) of 7, he could place the effect in a wand (+4 to destroy things at a distance) using a ruby (+6 fire-related effect). Even though the Shape and Material Bonus is +10, his Intelligence (Arcane Lore) limits this bonus to +7. His Lab Total for this project is 44. The level of the effect is 35. He wants 12 uses per day (+4 levels) and he wants to raise the Spellpower by two (+5). The level of the item is 44. He decides to make it as a lesser enchantment and spends 44 days and 1,100 sp to make a *wand of abysmal flame*.

Vis

Spells and magic items are not the only things that can be created in the laboratory. Since raw vis is a part of this magic system, there must be a way to synthesize it since *Fantasy AGE* does not have any rules for vis. Characters can create a number of pawns of raw vis of a certain Art equal to their maximum spell level in the Art divided by five per season. Any type of vis can be created.

VIS PRODUCTION	
Maximum Spell Level	Pawns Created per Season
0	1
5	1
10	2
15	3
20	4
25	5
30	6
35	7
40	8

You can still create one pawn of vis for a no-degree Art in one season (three months). Regardless of how many pawns of raw vis you are able to make, you must run the production for an entire season.

You can also find raw vis in the wild as detailed in *Ars Magica*. Vis sources typically yield a certain amount per year. The campaign's power level determines the amount that a poor, moderate, or rich source yields. The table below shows the pawns per year based on power level and source quality.

VIS SOURCES			
Level and Quality	Poor Source	Moderate Source	Rich Source
Low Power	1	2	3 to 4
Moderate Power	1 to 2	3 to 4	5 to 8
High Power	1 to 4	5 to 8	9 to 16

Certain creatures may also yield vis.

VIS FROM CREATURES	
Threat Level	Pawns of Vis
Minor	1 to 2
Moderate	3 to 4
Major	5 to 6
Dire	7 to 8
Legendary	9 to 10

NEW SPECIALIZATIONS

The Elementalist Specialization covers the Arcana of Air, Cold, Earth, Fire, Lightning, Shadow, Water, and Wood. There should be similar thematic Specializations that cover the other Arcana. The Elementalist Specialization can be taken more than once. Each time, the player should choose different Arcana.

ABJURER TALENT

CLASSES: Mage

REQUIREMENTS: One of the following arcana talents: Power Arcana or Protection Arcana

You have a talent wielding magic for protection. Choose one of the following spell talents to be your favored arcana:

Power Arcana, Protection Arcana.

NOVICE: You not only gain a +1 bonus to casting rolls for spells from your favored arcana, but benefit from a +2 bonus to resist such spells when they're directed at you, as well.

EXPERT: Your knowledge of magical forces is deep. When casting spells of your favored arcana, their cost in magic points is reduced by 1, to a minimum of 1.

MASTER: You are a master of using magic for all forms of protection. You gain the other favored arcana from the list.

ANIMIST TALENT

CLASSES: Mage

REQUIREMENTS: One of the following arcana talents: Beast Arcana or Healing Arcana

You have a talent for life magic. Choose one of the following spell talents to be your favored arcana:

Beast Arcana, Healing Arcana.

NOVICE: You not only gain a +1 bonus to casting rolls for spells from your favored arcana, but benefit from a +2 bonus to resist such spells when they're directed at you, as well.

EXPERT: Your knowledge of life forces is deep. When casting spells of your favored arcana, their cost in magic points is reduced by 1, to a minimum of 1.

MASTER: You understand the ties between all creatures. You gain the other favored arcana from the list.

DIVINER TALENT

CLASSES: Mage

REQUIREMENTS: Divination Arcana

You have a talent for divination.

NOVICE: You not only gain a +1 bonus to casting rolls for spells from the Divination arcana, but benefit from a +2 bonus to resist such spells when they're directed at you, as well.

EXPERT: Your knowledge of divination is deep. When casting spells of the Divination arcana, their cost in magic points is reduced by 1, to a minimum of 1.

MASTER: You are a master of divination. All TN from the Scrying table are reduced by four.

DOOMSPEAKER TALENT

CLASSES: Mage

REQUIREMENTS: One of the following arcana talents: Death Arcana or Fate Arcana

You have enhanced power over death and fate. Choose one of the following spell talents to be your favored arcana:

Death Arcana, Fate Arcana.

NOVICE: You not only gain a +1 bonus to casting rolls for spells from your favored arcana, but benefit from a +2 bonus to resist such spells when they're directed at you, as well.

EXPERT: Your knowledge of doom is deep. When casting spells of your favored arcana, their cost in magic points is reduced by 1, to a minimum of 1.

MASTER: You understand the ends of all things. You gain the other favored arcana from the list.

ELEMENTALIST TALENT

CLASSES: Mage

REQUIREMENTS: One of the following arcana talents: Air Arcana, Cold Arcana, Earth Arcana, Fire Arcana, Lightning Arcana, Shadow Arcana, Water Arcana, or Wood Arcana

You have a talent for elemental magic. Choose one of the following spell talents to be your favored arcana:

*Air Arcana, Cold Arcana, Earth Arcana,
Fire Arcana, Lightning Arcana, Shadow Arcana,
Water Arcana, or Wood Arcana.*

Unlike other specializations, you may take this specialization more than once. Each time, choose a different favored arcana for the Novice and Expert degrees and a different second favored arcana at the Master degree. You may take this specialization up to four times for all eight arcana.

NOVICE: You not only gain a +1 bonus to casting rolls for spells from your favored arcana, but benefit from a +2 bonus to resist such spells when they're directed at you, as well.

EXPERT: Your knowledge of your element is deep. When casting spells of your favored arcana, their cost in magic points is reduced by 1, to a minimum of 1.

MASTER: You understand the ties between elemental forces. You can choose a second favored arcana from the list.

ENCHANTER TALENT

CLASSES: Mage

REQUIREMENTS: One of the following arcana talents: Enchantment Arcana or Heroic Arcana

You have a talent for enchanting. Choose one of the following spell talents to be your favored arcana:

Enchantment Arcana, Heroic Arcana

NOVICE: You not only gain a +1 bonus to casting rolls for spells from your favored arcana, but benefit from a +2 bonus to resist such spells when they're directed at you, as well.

EXPERT: Your knowledge of enchantment is deep. When casting spells of your favored arcana, their cost in magic points is reduced by 1, to a minimum of 1.

MASTER: You are proficient at enchanting objects and creatures. You gain the other favored arcana from the list.

ILLUSIONIST TALENT

CLASSES: Mage

REQUIREMENTS: One of the following arcana talents: Illusion Arcana or Mind Arcana

You have a talent for manipulating reality and the mind. Choose one of the following spell talents to be your favored arcana:

Illusion Arcana, Mind Arcana

NOVICE: You not only gain a +1 bonus to casting rolls for spells from your favored arcana, but benefit from a +2 bonus to resist such spells when they're directed at you, as well.

EXPERT: Your knowledge of the mind is deep. When casting spells of your favored arcana, their cost in magic points is reduced by 1, to a minimum of 1.

MASTER: You understand the ties between perception and illusion. You gain the other favored arcana from the list.

CERTAMEN

Spellcasters have developed a non-lethal form of combat to settle disputes without loss of life called *certamen*. Certamen is run like combat but uses different abilities.

Only two combatants may engage in certamen. They must be within sight and in the presence of one another when the combat starts and are presumed to remain within sight and within presence of one another during the entire certamen.

Follow the social rules outlined in *Ars Magica*. The aggressor chooses the Technique and the defender chooses the Form. Each may veto the other once. Every round, each character must decide if they will use their Technique Bonus or Form Bonus to attack. The three ways to win certamen are: wearing your opponent down until they fall unconscious, your opponent concedes, or your opponent loses concentration (causing their certamen phantasm to disappear). At the conclusion of certamen, the victor is allowed to cast one spell of the same Technique and Form used in the certamen on the loser if victory comes from the loser falling unconscious.

A Technique Bonus or a Form Bonus is equal to the bonus to your maximum spell level in an Art divided by five. A Technique Bonus or a Form Bonus is +2 for the Novice degree, +4 for the Expert degree, and +6 for the Master degree. If you have a +1 bonus to casting rolls in an Art due to a specialization (such as Abjurer), add this to your Bonus. Whichever bonus you do not use to attack during a round must be used to defend (i.e., Technique to attack and Form to defend or Form to attack and Technique to defend).

Using the rules in *Ars Magica* as a guide, the totals are:

INITIATIVE TOTAL = 3D6 + DEXTERITY (INITIATIVE)

ATTACK TOTAL = 3D6 + WILLPOWER + TECHNIQUE OR FORM BONUS

DEFENSE TOTAL = 3D6 + PERCEPTION + FORM OR TECHNIQUE BONUS

If the attacker's Attack Roll exceeds the defender's Defense Roll then generate an Attack Advantage:

ATTACK ADVANTAGE = ATTACK TOTAL – DEFENSE TOTAL

If the Attack Total is less than or equal to the Defense Total, the attack was not effective this round.

If the Attack Roll was greater than the Defense Roll, then generate these totals:

WEAKENING TOTAL = ATTACK ADVANTAGE + ATTACKER'S INTELLIGENCE (ATTACK ARCANA)

RESISTANCE TOTAL = DEFENDER'S CONSTITUTION (STAMINA)

Subtract the defender's Resistance Total from the attacker's Weakening Total and consult the table below:

CERTAMEN DAMAGE	
Weakening Total – Resistance Total	Fatigue Degrees Gained
0 or less	None, Attack was Ineffective
1-10	One
11-20	Two
21-30	Three
31+	Four

If a 4th Degree of Fatigue is gained, the character gains the Unconscious condition instead.

Certamen Stunts

Certamen stunts represent the various certamen fighting styles found in *Ars Magica*. These stunts are added to the list of Mage stunts (see *Fantasy AGE Core Rulebook 2nd Edition*, page 156). Because these stunts can only be used when engaged in certamen, two certamen stunts can be taken when a Mage is eligible to take a Mage stunt (as these stunts are typically not for general adventuring usage). Thus, a dedicated Mage could learn all fifteen certamen stunts by level 16 or all but one by level 14. Spellcasting Envoys, Rogues, and Warriors could learn up to six certamen stunts by level 18.

Stunt points are generated in certamen when either the attacker or defender gets doubles. A combatant need not “win” the opposed Attack-Defense roll. You may only perform a given stunt once in a round.

CERTAMEN STUNTS	
SP Cost	Certamen Stunt
1	Bestiarius: Add your Natural Lore focus bonus to your Resistance Total this round or next round.
1	Gladiator: You gain a +1 bonus to your Attack Total, Defense Total, or Resistance Total next round. You must choose where to apply this bonus before the end of this round (i.e., before your next round).
2	Andabatus: Add +2 to your Attack Total this round or next round.
2	Hoplomachus: Add +2 to your Defense Total this round or next round.
2	Laquerius: Subtract two from your foe's Defense Total this round or next round.
2	Provocator: Add +2 to your Resistance Total this round or next round.
2	Velitus: Subtract two from your foe's Resistance Total this round or the next round.
3	Gladiatrix: After a successful attack, you do no Fatigue damage this round but may surmise your foe's emotional reaction to a concept, idea, or value. If the foe fails an Intelligence test versus TN 11, you name a concept, idea, or value and the GM will describe how the foe feels about this concept, idea, or value.
3	Pumilius: After a successful attack, you do no Fatigue damage this round but instead project a humorous image into the certamen. If your foe fails a Willpower (Self-Discipline) test versus TN 13, they lose the chance to either attack or defend next round (the foe determines which opportunity is lost).
3	Retiarius: After a successful attack, you do no Fatigue damage this round but you gain initiative. You retain the initiative until your foe employs this stunt.
4	Essedarius: After a successful attack, you do no Fatigue damage this round but attempt to frighten your foe into surrendering. A foe will surrender if they fail a Willpower (Courage) test versus a TN of 7 + 2 per degree of Fatigue they would have gained.
4	Sagittarius: You add +6 to your Attack Total this round or next round but you also accept a -6 penalty to your next Defense Total. Regardless of the normal result, your attack can only inflict one Fatigue Degree of damage.
4	Scissor: You forego your next attack, either this round or the next. On the round following your missed attack, you make your attack as normal. If this attack is successful, your foe gains Fatigue Degrees equal to (Weakening Total – Resistance Total) ÷ 6 (round up) rather than the normal amount (in increments of 10).
5	Bone-Biting: Lose Health equal to 20% of your normal full Health and either add 10 points to your next Attack Total or ignore the next two Fatigue Degrees you gain in this certamen.
5	Charon: You may cast two spells (instead of one) on your foe if you render them unconscious in certamen if you succeed at an Willpower (Self-Discipline) test versus TN 15. You must choose the spell immediately after this test but the spell will be cast at the conclusion of certamen. You may only choose this stunt once per certamen.

Furthermore, Mages may take the following talent.

CERTAMEN

CLASSES: Mage

You have extensive training in certamen.

NOVICE: You are magically focused when it comes to certamen. When engaged in certamen, you double the lower of your Technique Bonus or Form Bonus.

EXPERT: You learn a special certamen style. You gain one certamen stunt. Also, when you generate stunt points during certamen, you gain +1 SP. If you do not generate stunt points in a given round, you still get 1 SP to spend.

MASTER: Your broad knowledge of certamen allows you to anticipate and counter your opponent's style. When you generate stunt points (by rolling doubles) during certamen, you may use these stunt points to lower any stunt points your opponent gains during their very next attack. You must declare how many stunt points you are saving for your opponent's next attack. If your opponent does not generate stunt points during their next attack, you lose these stunt points.