

Mythic Europe as a D&D Setting

The following class archetypes can be used to simulate Hermetic magi in the Dungeons & Dragons 5th Edition system. This tractatus is meant to be used with **Hermetic Spells for Dungeons & Dragons**.

Hermetic Class Archetypes

There is one class archetype for each of the thirteen character classes. When the decision point is reached, typically at 1st, 2nd, or 3rd level, a character may choose the Magus archetype for their class. For the spellcasting classes, this adds the entire Hermetic spell list to the spell list of their class. For the non-spellcasting classes (barbarian, monk, fighter, and rogue), the character gains a Hermetic magic feat.

Artificer: Magus

Artificer - 3rd Level

HERMETIC MAGIC

All Hermetic spells are artificer spells for you. You may acquire a Hermetic spell whenever you gain a spell. You may cast spontaneous Hermetic spells. You may engage in Hermetic laboratory activities and use Arcane Connections.

Artificer - 5th Level

MAGIC SHIELD

You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Artificer - 9th Level

SPELLMASTER

You gain all cantrips from every class spell list.

Artificer - 15th Level

SPELL PENETRATION

Targets have disadvantage on their saving throws against your spells and you have advantage on your spell attack rolls.

Barbarian: Path of the Magus

Barbarians wishing to take this Path are encouraged to take Hermetic feats at 1st, 4th, 8th, 12th, 16th, and 19th level, if possible

Barbarian – 3rd Level

HERMETIC MAGIC

You gain the Hermetic Dabbler feat if you do not already have it. If you already have the Hermetic Dabbler feat, then you gain the Hermetic Initiate feat.

Barbarian - 6th Level

MAGIC SHIELD

You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Barbarian - 10th Level

SPELLMASTER

You gain all cantrips from every class spell list.

Barbarian – 14th Level

SPELL PENETRATION

Targets have disadvantage on their saving throws against your spells and you have advantage on your spell attack rolls.

Bard: College of the Magus

Bard – 3rd Level

HERMETIC MAGIC

All Hermetic spells are bard spells for you. You may acquire a Hermetic spell whenever you gain a spell. You may cast spontaneous Hermetic spells. You may engage in Hermetic laboratory activities and use Arcane Connections.

Bard - 6th Level

MAGIC SHIELD

You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Bard - 14th Level

SPELL PENETRATION

Targets have disadvantage on their saving throws against your spells and you have advantage on your spell attack rolls.

SPELLMASTER

You gain all cantrips from every class spell list.

Cleric: Magus Domain

Cleric - 1st Level

BLESSINGS OF KNOWLEDGE

You learn two languages of your choice. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion. Your proficiency bonus is double for any ability check you make that uses either of those skills.

Cleric - 2nd Level

HERMETIC MAGIC

You may prepare Hermetic spells as long as the spells further the aims of your divine power (i.e., subject to the approval of your Dungeon Master) and these spells are considered to be cleric spells for you. You may cast spontaneous Hermetic spells. You may engage in Hermetic laboratory activities and use Arcane Connections.

Cleric - 6th Level

MAGIC SHIELD

You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Cleric - 8th Level

SPELLMASTER

You gain all cantrips from every class spell list.

Cleric - 17th Level

SPELL PENETRATION

Targets have disadvantage on their saving throws against your spells and you have advantage on your spell attack rolls.

Druid: Circle of the Magus

Druid - 2nd Level

HERMETIC MAGIC

You may prepare Hermetic spells as long as the spells are in keeping with the natural powers you draw your magic from (i.e., subject to the approval of your Dungeon Master) and these spells are considered to be druid spells for you. You may cast spontaneous Hermetic spells. You may engage in Hermetic laboratory activities and use Arcane Connections.

Druid - 6th Level

MAGIC SHIELD

You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Druid - 10th Level

SPELLMASTER

You gain all cantrips from every class spell list.

Druid - 14th Level

SPELL PENETRATION

Targets have disadvantage on their saving throws against your spells and you have advantage on your spell attack rolls.

Fighter: Magus

Fighters wishing to take this Archetype are encouraged to take Hermetic feats at 1st, 4th, 8th, 12th, 16th, and 19th level, if possible

Fighter - 3rd Level

HERMETIC MAGIC

You gain the Hermetic Dabbler feat if you do not already have it. If you already have the Hermetic Dabbler feat, then you gain the Hermetic Initiate feat.

Fighter - 7th Level

MAGIC SHIELD

You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Fighter - 10th Level

SPELLMASTER

You gain all cantrips from every class spell list.

Fighter - 15th Level

SPELL PENETRATION

Targets have disadvantage on their saving throws against your spells and you have advantage on your spell attack rolls.

Fighter - 18th Level

WAR MAGIC

When you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Monk: Way of the Magus

Monks wishing to take this Archetype are encouraged to take Hermetic feats at 1st, 4th, 8th, 12th, 16th, and 19th level, if possible

Monk - 3rd Level

HERMETIC MAGIC

You gain the Hermetic Dabbler feat if you do not already have it. If you already have the Hermetic Dabbler feat, then you gain the Hermetic Initiate feat.

Monk - 6th Level

MAGIC SHIELD

You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Monk - 11th Level

SPELLMASTER

You gain all cantrips from every class spell list.

Monk - 17th Level

SPELL PENETRATION

Targets have disadvantage on their saving throws against your spells and you have advantage on your spell attack rolls.

Paladin: Oath of the Magus

Paladin - 3rd Level

HERMETIC MAGIC

You may prepare Hermetic spells as long as the spells further the aims of your divine power (i.e., subject to the approval of your Dungeon Master) and these spells are considered to be paladin spells for you. You may cast spontaneous Hermetic spells. You may engage in Hermetic laboratory activities and use Arcane Connections.

Paladin - 7th Level

MAGIC SHIELD

You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Paladin - 15th Level

SPELL PENETRATION

Targets have disadvantage on their saving throws against your spells and you have advantage on your spell attack rolls.

SPELLMASTER

You gain all cantrips from every class spell list.

Paladin - 20th Level

PALADIN ASPECT

Choose one 20th level paladin Oath feature (such as Holy Nimbus, Elder Champion, or Avenging Angel). You gain this feature.

Ranger: Magus

Ranger - 3rd Level

HERMETIC MAGIC

All Hermetic spells are ranger spells for you. You may acquire a Hermetic spell whenever you gain a spell. You may cast spontaneous Hermetic spells. You may engage in Hermetic laboratory activities and use Arcane Connections.

Ranger - 7th Level

MAGIC SHIELD

You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Ranger - 11th Level

SPELLMASTER

You gain all cantrips from every class spell list.

Ranger - 15th Level

SPELL PENETRATION

Targets have disadvantage on their saving throws against your spells and you have advantage on your spell attack rolls.

Rogue: Magus

Rogues wishing to take this Archetype are encouraged to take Hermetic feats at 1st, 4th, 8th, 12th, 16th, and 19th level, if possible

Rogue - 3rd Level

HERMETIC MAGIC

You gain the Hermetic Dabbler feat if you do not already have it. If you already have the Hermetic Dabbler feat, then you gain the Hermetic Initiate feat.

Rogue - 9th Level

MAGIC SHIELD

You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Rogue - 13th Level

SPELLMASTER

You gain all cantrips from every class spell list.

Rogue - 17th Level

SPELL PENETRATION

Targets have disadvantage on their saving throws against your spells and you have advantage on your spell attack rolls.

Sorcerer: Hermetic Training

Sorcerer - 1st Level

HERMETIC MAGIC

All Hermetic spells are sorcerer spells for you. You may acquire a Hermetic spell whenever you gain a spell. You may cast spontaneous Hermetic spells. You may engage in Hermetic laboratory activities and use Arcane Connections.

Sorcerer - 6th Level

MAGIC SHIELD

You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Sorcerer - 14th Level

SPELL PENETRATION

Targets have disadvantage on their saving throws against your spells and you have advantage on your spell attack rolls.

SPELLMASTER

You gain all cantrips from every class spell list.

Sorcerer - 18th Level

APEX POWER

Choose one 18th level sorcerer Origin feature (such as Draconic Presence or Spell Bombardment). You gain this feature.

Warlock: The Magus

Warlock - 1st Level

HERMETIC MAGIC

All Hermetic spells are warlock spells for you. You may acquire a Hermetic spell whenever you gain a spell. You may cast spontaneous Hermetic spells. You may engage in Hermetic laboratory activities and use Arcane Connections.

Warlock - 6th Level

MAGIC SHIELD

You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Warlock - 10th Level

SPELLMASTER

You gain all cantrips from every class spell list.

Warlock - 14th Level

SPELL PENETRATION

Targets have disadvantage on their saving throws against your spells and you have advantage on your spell attack rolls.

Wizard: Hermetic Tradition

Wizard - 2nd Level

HERMETIC MAGIC

All Hermetic spells are wizard spells for you. You may acquire a Hermetic spell whenever you gain a spell. You may cast spontaneous Hermetic spells. You may engage in Hermetic laboratory activities and use Arcane Connections.

Wizard - 6th Level

MAGIC SHIELD

You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Wizard - 10th Level

SPELLMASTER

You gain all cantrips from every class spell list.

Wizard - 14th Level

SPELL PENETRATION

Targets have disadvantage on their saving throws against your spells and you have advantage on your spell attack rolls.

The Multiclass Magus

If multiclass rules are in use, a magus will gain magus archetype features after reaching a total number of magus levels, regardless of their individual class levels with the magus archetype. The character must take the magus class archetype for each class for these levels to stack. For example, a character that has taken six levels of druid, six levels of warlock, and six levels of wizard and chosen the magus class archetype for each one would be considered an 18th level magus. If they decided to take another class archetype in one class, such as a druid circle that is not magus, then they would be a 12th level magus.

At 9th level magus, the character gains the **Magic Shield** magus archetype feature (if they have not already gained it).

At 15th level magus, the character gains the **Spellmaster** magus archetype feature (if they have not already gained it).

At 17th level magus, the character gains the **Spell Penetration** magus archetype feature (if they have not already gained it).

For reference, the levels at which various magus archetype features are gained for each class are shown below.

Magus Archetype Features

Class	HM	MS	SM	SP
Artificer	3rd	5th	9th	15th
Barbarian	3rd	6th	10th	14th
Bard	3rd	6th	14th	14th
Cleric	2nd	6th	8th	17th
Druid	2nd	6th	10th	14th
Fighter	3rd	7th	10th	15th
Monk	3rd	6th	11th	17th
Paladin	3rd	7th	15th	15th
Ranger	3rd	7th	11th	15th
Rogue	3rd	9th	13th	17th
Sorcerer	1st	6th	14th	14th
Warlock	1st	6th	10th	14th
Wizard	2nd	6th	10th	14th

HM: Hermetic Magic
MS: Magic Shield

SM: Spellmaster
SP: Spell Penetration

New Feats

Certamen Expert

Prerequisite: The ability to conduct certamen

In certamen, you may add your proficiency bonus to the lower of your Attack Bonus or Defense Bonus each round. You first assign your Attack Bonus and Defense Bonus, subject to the normal limit. You increase your lower bonus after this assignment.

Enigmatic Wisdom

Prerequisite: Be a member of the Hermetic House of Criamon

You may apply your proficiency bonus to any ability check to understand any strange or baffling phenomena, to make sense of the strange or ludicrous, to interpret dreams and riddles, and to understand phantasms and arcane or mysterious situations. This application of your proficiency bonus can stack with a proficiency bonus granted by a skill. Furthermore, you gain one magic tattoo of common rarity found in **Tasha's Cauldron of Everything**.

Faerie Magic

Prerequisite: Be a member of the Hermetic House of Merinita

You may use the Faerie Magic Ranges, Durations, and Targets when crafting Hermetic spells.

Gentle Gift

Prerequisite: The Gift

You have The Gift but you do not suffer disadvantage on Charisma-based skill and ability checks because of it. You may have disadvantage on Charisma-based checks if another effect calls for it, but never from The Gift.

Heartbeast

Prerequisite: Be a member of the Hermetic House of Bjornaer

Choose one naturally occurring beast that has a Challenge of 1 or less. By taking an action, you can assume the form of this animal. Your equipment does not transform with you. It also takes one action to revert to human form. You cannot speak or make appropriate gestures to cast spells having a verbal and/or somatic component in the animal form. Also, as a result of your initiation into House Bjornaer, you may never take a familiar.

The Gift

Prerequisite: None

Special: This feat is free, but unless the character is a Hermetic Magus, this feat is almost certainly nothing but a nuisance for the character.

You have the ability to work magic. The Gift has a drawback, however. A character with The Gift has disadvantage on all Charisma-based skill and ability checks (but not Charisma-based attack rolls, saving throws, or any other rolls). To eliminate this penalty, take the Gentle Gift feat.

Verditius Magic

Prerequisite: Be a member of the Hermetic House of Verditius

When engaged in the Crafting a Magic Item, Scribing a Spell Scroll, or Brewing Potions of Healing downtime activities according to the rules in the **Dungeon Master's Guide**, **Xanathar's Guide to Everything**, or from a set of rules devised by the DM, your character can create the magic item in half the time at half the listed cost.

However, due to your initiation into the Verditius tradition, you must use casting tools to cast all of your formulaic spells. Your casting tools have a negligible cost, can take any form that appeals to you, and you can make a set of casting tools during a short rest. However, if you do not have your casting tools, you cannot cast spells (unless they are spontaneous spells or ritual spells).

Certamen

If you wish for Hermetic magi to conduct certamen, use the following substitutions and run the combat exactly as presented in the Ars Magica rulebooks.

In any given round, the sum of a combatant's Attack Bonus and Defense Bonus must not exceed twice the combatant's Hermetic spellcasting level. A combatant's Attack or Defense Bonus can be as low as +0 or as high as their spellcasting level plus their proficiency bonus.

EACH ROUND:

Sum of Attack Bonus and Defense Bonus:

2 × Hermetic spellcaster level

Attack or Defense Bonus minimum:

+0

Attack or Defense Bonus maximum:

Hermetic spellcaster level + proficiency bonus

INITIATIVE TOTAL

Dexterity Modifier + Proficiency Bonus + Stress Die

ATTACK TOTAL

Charisma Modifier + Attack Bonus + Stress Die

DEFENSE TOTAL

Wisdom Modifier + Defense Bonus + Stress Die

ATTACK ADVANTAGE

Attack Total – Defense Total
(if Attack Total is higher)

WEAKENING TOTAL

Intelligence Modifier + Attacker's Proficiency Bonus
+ Attack Advantage

RESISTANCE TOTAL

Constitution Modifier + Defender's Proficiency Bonus

Each combatant has six Fatigue Levels, as in Ars Magica.

Level	Fatigue	Effect
1	Fresh	No effect, normal state
2	Winded	No effect
3	Weary	-1 to stress and d20 rolls
4	Tired	-3 to stress and d20 rolls
5	Dazed	-5 to stress and d20 rolls
6	Unconscious	Unconscious condition

The Unconscious condition is removed after two hours (and the character becomes Dazed). The Dazed condition is removed after a short rest (and the character becomes Tired). All remaining conditions are removed after an additional short rest.

Only characters trained in the Hermetic Arts may enter into certamen.

The table below shows the maximum certamen bonus (either Attack or Defense) and the corresponding lower bonus at each Hermetic spellcasting level. The lower bonus for a character with the Certamen Expert feat is also shown.

Level	Maximum Bonus	Lower Bonus	Certamen Expert
1	+2	+0	+2
2	+4	+0	+2
3	+5	+1	+3
4	+6	+2	+4
5	+8	+2	+5
6	+9	+3	+6
7	+10	+4	+7
8	+11	+5	+8
9	+13	+5	+9
10	+14	+6	+10
11	+15	+7	+11
12	+16	+8	+12
13	+18	+8	+13
14	+19	+9	+14
15	+20	+10	+15
16	+21	+11	+16
17	+23	+11	+17
18	+24	+12	+18
19	+25	+13	+19
20	+26	+14	+20

Mythic Europe Backgrounds

In addition to what is listed below, each character should take two personality traits, one ideal, one bond, and one flaw found in the **Player's Handbook**, Chapter 4, Personality and Background.

BRANDED CRIMINAL

Lifestyle: Poor but you may choose Squalid.

Gender: Male and Female.

Skill Proficiencies: Deception, Stealth.

Tool Proficiencies: One type of gaming set (perhaps dice or chess, playing cards don't exist yet) and one other tool proficiency.

Equipment: A set of thieves' tools, a set of dark common clothes including a hood, a belt pouch containing 15 silver thalers.

Feature: Criminal Contact (see Criminal in the **Player's Handbook**, page 129).

CLERK

Lifestyle: Modest but you may choose Poor or Comfortable.

Gender: Male and Female.

Skill Proficiencies: History, Religion.

Tool Proficiencies: Calligrapher's supplies and one additional tool proficiency.

Languages: Latin.

Equipment: A bottle of black ink, a quill, a small knife, a set of common clothes, and a belt pouch containing 10 silver thalers.

Feature: Academic Hospitality (like Rustic Hospitality, but for academic folk; see Folk Hero in the **Player's Handbook**, page 131).

COVENFOLK

Lifestyle: Modest.

Gender: Male and Female.

Skill Proficiencies: Choose any two.

Tool Proficiencies: Choose any two.

Equipment: A set of common clothes and a belt pouch containing 10 silver thalers.

Feature: Covenant Membership (like Guild Membership but pertains to a Hermetic Covenant; see Guild Artisan's feature in the **Player's Handbook**, page 133).

CRAFTSMAN

Lifestyle: Modest but you may choose Poor or Comfortable.

Gender: Male and Female.

Skill Proficiencies: Insight, Persuasion.

Tool Proficiencies: Choose one artisan's tool proficiency.

Language Proficiency: One of your choice.

Equipment: A set of artisan's tools, a set of traveler's clothes, and a belt pouch containing 15 silver thalers.

Feature: Guild Membership (**Player's Handbook**, page 133).

CUSTOS

Lifestyle: Modest.

Gender: Male and Female.

Skill Proficiencies: Choose any three.

Tool Proficiencies: May take tool proficiencies in lieu of skills on a one-to-one basis.

Languages: Latin.

Equipment: A gaming set, a set of common clothes, and a belt pouch containing 10 silver thalers.

Feature: Covenant Membership (like Guild Membership but pertains to a Hermetic Covenant; see Guild Artisan's feature in the **Player's Handbook**, page 133).

FAILED APPRENTICE

Lifestyle: Modest but you may choose Poor or Comfortable.

Gender: Male and Female.

Skill Proficiencies: Arcana, Investigation.

Tool Proficiencies: Alchemist's supplies, calligrapher's supplies.

Languages: Latin.

Equipment: A set of common clothes and a belt pouch containing 15 silver thalers.

Feature: Magical Contact (like Criminal Contact but is a contact that is in some way related to the magical world, perhaps your former master; see **Player's Handbook**, page 129).

GENTLEMAN/WOMAN

Lifestyle: Modest but you may choose Poor or Comfortable.

Gender: Male and Female.

Skill Proficiencies: History, Persuasion.

Tool Proficiencies: One type of gaming set.

Languages: One of your choice.

Equipment: A set of fine clothes, a signet ring, and a purse containing 25 silver thalers.

Feature: Position of Privilege (as the Noble, see **Player's Handbook**, page 135).

HERMETIC MAGUS

Lifestyle: Comfortable.

Gender: Male and Female.

Skill Proficiencies: Arcana, Investigation.

Tool Proficiency: Alchemist's supplies.

Languages: Latin.

Equipment: A set of clothes (your choice on exact details), alchemist's supplies, and a belt pouch containing 15 silver thalers.

Feature: The Gift. Your character has The Gift feat.

Hermetic House Feature: Every Hermetic Magus must be a member of a House. Choose or randomly determine your House and gain the feature associated with it.

d12	House	Benefit
1	Bjornaer	Heartbeast feat
2	Bonisagus	Expertise (Arcana) or Expertise (Persuasion)
3	Criamon	Enigmatic Wisdom feat
4	Ex Miscellanea	Magic Initiate, Artificer Initiate*, or Eldritch Adept* feat
5	Flambeau	Elemental Adept, Mage Slayer, or War Caster feat
6	Guernicus	Position of Privilege (as noble) or Expertise (Insight)
7	Jerbiton	Gentle Gift, Skilled, or Skill Expert* feat
8	Mercere	Healer or Keen Mind feat
9	Merinita	Faerie Magic feat
10	Tremere	Certamen Expert, Spell Sniper, or War Caster feat
11	Tytalus	Actor or Lucky feat
12	Verditius	Verditius Magic feat

KNIGHT

Lifestyle: Comfortable but you may choose Modest or Wealthy.

Gender: Male only.

Skill Proficiencies: Intimidation, Persuasion.

Tool Proficiencies: One type of gaming set.

Languages: One of your choice.

Equipment: A tabard in the heraldic colors of your livery, a set of fine clothes and a purse containing 25 silver thalers.

Feature: Choose either Position of Privilege or Retainers (see the Noble background, **Player's Handbook**, page 133).

LANDED NOBLE

Lifestyle: Wealthy but you may choose Comfortable or Aristocratic.

Gender: Male and Female.

Skill Proficiencies: History, Persuasion.

Tool Proficiencies: One type of gaming set.

Languages: One of your choice.

Equipment: A set of fine clothes, a signet ring, and a purse containing 25 silver thalers.

Feature: Position of Privilege (as the Noble, see **Player's Handbook**, page 135).

Special: You have sworn an oath of loyalty and support to someone and sometimes they call on you to uphold your vow.

MAGISTER IN ARTIBUS

Lifestyle: Comfortable but you may choose Modest or Wealthy.

Gender: Male only.

Skill Proficiencies: Any two Intelligence skills.

Tool Proficiencies: None.

Languages: One of your choice and Latin.

Equipment: A bottle of black ink, a quill, a small knife, a letter from a colleague (living or dead) posing a question you have not yet been able to answer, a set of common clothes, a set of clerical robes, and a belt pouch containing 10 silver thalers.

Feature: Researcher (see the Sage background in the **Player's Handbook**, page 137).

MENDICANT FRIAR

Lifestyle: Poor.

Gender: Male only.

Skill Proficiencies: Medicine, Religion.

Tool Proficiencies: None.

Tool Proficiencies: One type of gaming set.

Languages: One of your choice and Latin.

Equipment: A scroll case stuffed full of notes from your studies or prayers, a winter blanket, a set of friar's clothes, a Bible, and 5 silver thalers.

Feature: Discovery (see the Hermit background, **Player's Handbook**, page 134).

Special: You have taken vows of poverty, chastity, and obedience to a religious superior. This covers the vows taken by mendicant friars, as well as those taken by monks and nuns strictly speaking.

MERCENARY

Lifestyle: Modest but you may choose Poor or Comfortable.

Gender: Male and Female.

Skill Proficiencies: Athletics, Intimidation.

Tool Proficiencies: One type of gaming set.

Languages: One of your choice.

Equipment: A uniform, a trophy taken from a fallen enemy, a set of common clothes, and a belt pouch containing 10 silver thalers.

Feature: Military Rank (see the Soldier background, **Player's Handbook**, page 140).

MERCHANT

Lifestyle: Modest but you may choose Poor or Comfortable.

Gender: Male and Female.

Skill Proficiencies: Insight, Persuasion.

Tool Proficiencies: None.

Languages: Two of your choice.

Equipment: A mule and a cart, a set of traveler's clothes, and a belt pouch containing 15 silver thalers.

Feature: Guild Membership (see **Player's Handbook**, page 133).

OUTCAST

Lifestyle: Poor but you may choose Squalid.

Gender: Male and Female.

Skill Proficiencies: Athletics, Survival.

Tool Proficiencies: One of your choice.

Languages: One of your choice.

Equipment: A small knife, a token to remember your previous life in normal society, a set of common clothes, and a belt pouch containing 5 silver thalers.

Feature: Outcast Contact (as Criminal Contact in the **Player Handbook**, page 129, but for another outcast or group of outcasts).

OUTLAW

Lifestyle: Poor but you may choose Squalid or Modest.

Gender: Male and Female.

Skill Proficiencies: Intimidation, Survival.

Tool Proficiencies: Any two of your choice.

Equipment: A set of traveler's clothes, and a belt pouch containing 10 silver thalers.

Feature: Criminal Contact (as described in **Player's Handbook**, page 129).

OUTSIDER

Lifestyle: Modest but you may choose Poor or Comfortable.

Gender: Male and Female.

Skill Proficiencies: Choose any two.

Tool Proficiencies: None.

Languages: Any two of your choice.

Equipment: An article that ties you to your culture, a set of common clothes, and a belt pouch containing 10 silver thalers.

Feature: Cultural Hospitality (as Rustic Hospitality in the **Player's Handbook**, page 131, but for other members of your culture).

PEASANT

Lifestyle: Poor but you may choose Squalid or Modest.

Gender: Male and Female.

Skill Proficiencies: Animal Handling, Athletics, Survival.

Tool Proficiencies: One of your choice.

Equipment: A set of common clothes and a belt pouch containing 5 silver thalers.

Feature: Rustic Hospitality (as described in the **Player's Handbook**, page 131).

PRIEST

Lifestyle: Comfortable but you may choose Modest or Wealthy.

Gender: Male only.

Skill Proficiencies: History, Religion.

Tool Proficiencies: None.

Languages: One other of your choice and Latin.

Equipment: A crucifix, a Bible, clerical vestments, a set of common clothes, and a belt pouch containing 15 silver thalers.

Feature: Shelter of the Faithful (as described in the **Player's Handbook**, page 127).

Special: You have sworn a vow of celibacy and breaking your vow is a serious matter. If you fail to uphold your vow, you must perform some kind of atonement, whether it be religious penance or coming to terms with your failure in some other way. Furthermore, you may not gain Inspiration until you atone. Most people respect your dedication, giving you a good reputation among those people (+1 to Charisma-based ability checks).

REDCAP

Lifestyle: Modest.

Gender: Male and Female.

Skill Proficiencies: Persuasion, Survival.

Tool Proficiencies: One of your choice.

Languages: One of your choice and Latin.

Equipment: A set of traveler's clothes, a set of Redcap clothes, an enchanted device that aids you in your duties, and a belt pouch containing 15 silver thalers. Your enchanted device can be chosen from Magic Item Table A, Table B, or Table C in the **Dungeon Master's Guide**, pages 144 and 145 or from the list of minor common magic items on pages 140 and 141 in **Xanathar's Guide to Everything**.

Feature: Wanderer (as described in the Outlander background in the **Player's Handbook**, page 136).

Special: Redcaps cannot have The Gift. If they did, they would've been trained as a Hermetic magus.

WANDERER

Lifestyle: Modest but you may choose Poor or Comfortable.

Gender: Male and Female.

Skill Proficiencies: Insight, Survival.

Tool Proficiencies: None.

Languages: Two of your choice.

Equipment: A staff, a set of traveler's clothes, and a belt pouch containing 10 silver thalers.

Feature: Wanderer (as described in the **Player's Handbook**, page 136).

WISE ONE

Lifestyle: Modest but you may choose Poor or Comfortable.

Gender: Male and Female.

Skill Proficiencies: Arcana, Medicine.

Tool Proficiencies: One of your choice.

Languages: One of your choice.

Equipment: An article or token that pertains to your "magic", a set of common clothes, and a belt pouch containing 10 silver thalers.

Feature: Discovery (as described in the **Player's Handbook**, page 134).

Character Classes

Three sets of classes are used to simulate the characters in Mythic Europe. Grog can take levels in the sidekick classes (expert, spellcaster, and warrior). Companions can take levels in the Adventures in Middle-earth classes (scholar, slayer, treasure hunter, wanderer, warden, and warrior) and the grog classes. The Gifted and Mythic Companions can take levels in the D&D character classes (artificer through wizard), the companion classes, and the grog classes.

Keep in mind that there are no Hermetic Magus archetypes for the grog and companion classes. Only Hermetic magi can take Hermetic spells, conduct Hermetic laboratory activities, engage in certamen, etc. The spellcaster class receives only D&D spells.

All characters can multiclass and the DM will have to adjudicate situations where a duplication of class features might occur, such as a companion taking levels in the AME warrior class and also the sidekick warrior class.

Grogs

Grogs are made as sidekicks in Dungeons & Dragons. Humans with suitable stat blocks are listed below. Refer to *Tasha's Cauldron of Everything* for all information concerning sidekicks. Spellcasters should only have access to D&D spells (not Hermetic spells).

Creature	Challenge	Source	Page
Acolyte	1/4	MM	342
Apprentice Wizard	1/4	Volo's	209
Bandit	1/8	MM	343
Commoner	0	MM	345
Cultist	1/8	MM	345
Farmer	1/8	LG	71
Guard	1/8	MM	347
Merchant	1/8	LG	69
Messenger	1/4	LG	70
Noble	1/8	MM	348
Sage	1/8	LG	72
Scout	1/2	MM	349
Singer	1/8	LG	73
Thug	1/2	MM	350
Thug	1/4	LG	73
Town Guard	1/4	LG	68
Tribal Warrior	1/8	MM	350
Warrior	1/2	LG	71

Familiars

Even though there is a *find familiar* spell in D&D, this magical spirit merely takes the form of a small animal and is not a familiar in the Hermetic sense (even Bjornaer wizards can cast this spell, since it does not summon a true familiar, merely a magical companion spirit).

A familiar is created as a sidekick. Choose a naturally occurring tiny or small beast with a Challenge of 1/2 or less. From there, use the sidekick rules to make the familiar. The familiar does not gain armor or weapon proficiencies. The familiar may take class levels in the expert, spellcaster, and warrior classes. Familiars do not need to speak or gesture to cast spells (i.e., ignore the verbal and somatic components). They may also forego the material component of a spell as long as it does not have a gold piece value. For this reason, familiars rarely learn spells requiring material components with a cost. The familiar can become a multiclass character as well.

Apprentices

Technically speaking, Hermetic apprentices would be Hermetic magi of character levels one through five. The Apprentice would spend a number of years at each character level equal to that level (i.e., one year at 1st level, two years at 2nd level, etc.). They would become a full Hermetic magus upon attainment of 6th level. It is assumed that apprentices have much more freedom under D&D rules when compared to their normal lot in *Ars Magica*. Masters would most certainly send apprentices out to seek magical material components, investigate situations troubling the covenant, travel to other covenants to conduct business, etc. The D&D group may wish to roleplay each character's Gauntlet at the end of 5th level to make it more memorable. It is interesting to note that these apprentices would be quite young at start (10 years old at 1st level). A child's ability scores are equal to the adult (normally rolled) scores penalized by an amount equal to 14 minus their current age. At 14 years of age, the characters are assumed to have their "adult" ability scores. Of course, characters could also start as adults; it doesn't take fifteen years to reach 6th level in most D&D campaigns.

Non-Player Character Magi

The rate of advancement for apprentices can be used to estimate the D&D level of older magi. For example, Darius, who is 62 years past Gauntlet, would have a total of 77 years as a Hermetic apprentice and magus. He would be 12th level. In one more year, he would attain 13th level. By contrast, Bartholomew (of Devil's Lane) has a listed age of 193. Assuming he began Hermetic training at age 10, he would be a 19th level Hermetic magus. To quickly find a maga's level, use the Advancement Table substituting the maga's years as a Hermetic character and consulting the row in the Art "To Buy" column that is equal to their "Hermetic age." The Score to the left on that same row, plus one, will tell you the D&D Hermetic level. The default character class is sorcerer, unless another class fits better.

Companions

Companion characters should be made as normal D&D characters. Companions may take levels in the classes found in the *Adventures in Middle-earth Player's Guide* (PG). These classes are scholar, slayer, treasure hunter, wanderer, warden, and warrior. Use the optional class rules from the *Eaves of Mirkwood* supplement regarding the scholar and warden.

For the new skills used in the Middle-earth setting, you can substitute Arcana for Lore and Shadow-lore, Persuasion or Religion for Traditions, and Insight or Deception for Riddle. The DM can also keep these skills, if desired. Arcana represents formal magical education and Lore represents informal knowledge of the supernatural. Riddle and Traditions can be used as-is. Shadow-lore would most likely pertain to the infernal in the Mythic Europe setting but could be extended to include the darker aspects of the magical and faerie realms.

Treat any instance of the Quenya language as Latin (or another scholarly language if the campaign is not set in Europe). Treat any mention of Middle-earth as Mythic Europe. Treat a Sanctuary as a Hermetic covenant. Ignore any mention of Corruption or Shadow points; the Shadow Weakness system is not used in mainstream D&D. The DM may approve substitute class features to make up for not getting traits related to Corruption and Shadow points.

A wanderer's Known Lands class feature depends heavily on the maps provided in Adventures in Middle-earth. The table to the right suggests possible Known Lands for the wanderers of Mythic Europe.

Multiclass companions use the following table.

Class	Ability Score Minimum	Proficiencies Gained
Scholar	Intelligence 13 or Wisdom 13	Medicine and Lore skills, herbalism kit
Slayer	Strength 13	Shields, simple and martial weapons
Treasure Hunter	Dexterity 13	Light armor, thieves' tools, and one skill from the class skill list
Wanderer	Constitution 13	Light and medium armor, shields, simple and martial weapons, Survival skill
Warden	Charisma 13	Light armor, Traditions skill, and any other skill
Warrior	Strength 13 or Dexterity 13	Light and medium armor, shields, simple and martial weapons

Tribunal	Lands
Greater Alps	Austria/Bavaria/Styria, Rhaetia and Savoy, Worthsee and Dolomites
Hibernia	Connacht, Leinster, Meath, Munster, Ulster
Iberia	Al-Andalus, Aragon, Castile, Leon, Navarre, Portugal
Levant	Antioch and Lesser Armenia, Cyprus, Jerusalem and Tripoli
Loch Leglean	Northern Scotland, Southern Scotland
Normandy	Anjou and Aquitaine, Brittany, Champagne and Burgundy, Ile de France, Flanders and Picardy, Normandy
Novgorod	Denmark, Galicia, Kiev, Novgorod, Poland, and many others
Provençal	Arelat, Gascony, Narbonnais, The Pyrenees, Toulouse
Rhine	The Black Forest, Bohemia and Moravia, Brandenburg/Lusatia/Meissen, Franconia, Holstein and Pomerania, Lower Lorraine, The Rhine Gorge, Saxony, Swabia, Thuringia, Upper Lorraine,
Roman	Corsica, Eastern Italy, Island of Sicily, Papal States, Peninsular Sicily, Sardinia, Southern Italy, Western Italy
Stonehenge	Eastern England, Northern England, Southern England, Wales, Western England
Theban	Achaea, Aegean Sea, Athens, Candia, Epiros, Latin Empire, Nicaea, Thessaloniki
Transylvanian	Croatia, Bosnia, Hungary, Northern Bulgaria, Serbia, Slovakia, Southern Bulgaria, Transylvanian Voivodeship

The Frugal, Poor, Martial, Prosperous, and Rich Standards of Living translate to the Squalid, Poor, Modest, Comfortable, and Wealthy Lifestyles in D&D.

Armor, shields, weapons, and other equipment can use the statistics found in the **PG** or the DM can offer substitutes from the **D&D Player's Handbook**.

Skills and Abilities

If needed, the D&D skill and Ars Magica ability equivalencies are listed below.

Dungeons & Dragons Skill	Ars Magica Abilities
Acrobatics	Athletics
Animal Handling	Animal Handling, <i>Animal Ken*</i> , Ride
Arcana	Dominion Lore*, Faerie Lore*, Infernal Lore*, Magic Lore*, Magic Theory*
Athletics	Athletics, Swim
Deception	Guile
History	(Area) Lore*, (Organization) Lore, Civil and Canon Law*, Common Law*, Code of Hermes*
Insight	Intrigue
Intimidation	Leadership
Investigation	Artes Liberales*, Awareness
Medicine	Chirurgia*
Nature	<i>Animal Ken*</i> , <i>Dowsing*</i> , <i>Wilderness Sense*</i>
Perception	Awareness, <i>Dowsing*</i> , <i>Magic Sensitivity*</i> , <i>Premonitions*</i> , <i>Second Sight*</i> , <i>Sense Holiness and Unholiness*</i>
Performance	Carouse, <i>Enchanting Music*</i> , Music, Teaching
Persuasion	Bargain, Charm, Etiquette, Folk Ken
Religion	Philosophiae*, Theology*
Sleight of Hand	Legerdemain*
Stealth	Stealth
Survival	<i>Dowsing*</i> , Hunt, Survival, <i>Wilderness Sense*</i>

Currency

The Mythic Europe campaign setting uses the Mythic Penny as the default currency, 240 of which equal a Mythic Pound. The conversion rate will be five D&D gold pieces equal 24 Mythic Pence. To convert the currency while keeping the D&D abbreviations, use the following coin descriptions. The standard name for the currency is given along with a mnemonic name to aid in remembering what the equivalent coin is in D&D. Most coins are a little larger than a U.S. dollar coin. Half-thalers are a little smaller than a U.S. nickel.

GOLD CROWN

Pretty Penny (pp)

This is a gold coin weighing 1/50th of a pound. These are rare, worth four Mythic Shillings. Five of these make a Mythic Pound.

SILVER THALER

Great Penny (gp)

This is a silver coin weighing 1/50th of a pound. Each thaler almost equals five Mythic Pence, two-fifths of a shilling, and 50 thalers make a Mythic Pound.

SILVER HALF-THALER

Elf Penny (ep)

This is a small silver coin weighing 1/100th of a pound. These are rare, worth a little less than two-and-a-half Mythic Pence each. One hundred half-thalers make a Mythic Pound.

BRONZE DIME

Small Penny, *Simple Penny*, or *Sheaf Penny* (sp)

This is a bronze coin weighing 1/50th of a pound. This is essentially a thaler made of bronze and it is traditionally stamped with the image of crossed wheat sheaves. It is worth a little less than one-half a Mythic Penny (0.48) and five hundred of these equals a Mythic Pound. You can buy a five-pound bag of wheat flour with this coin.

COPPER CENT

Copper or *Chicken Penny* (cp)

This is a copper coin weighing 1/50th of a pound. Coins vary by location and may be locally minted. Roughly 20 copper cents equal one Mythic Penny, 250 cents equal a Mythic Shilling, and 5,000 equal a Mythic Pound. A copper cent can buy you a chicken in most places.

ONE MYTHIC LIBRUM (POUND)

- = 20 MYTHIC SOLIDI (SHILLINGS)
- = 240 MYTHIC DENarii (PENCE)
- = 5 GOLD CROWNS (PP)
- = 50 SILVER THALERS (GP)
- = 100 SILVER HALF-THALERS (EP)
- = 500 BRONZE DIMES (SP)
- = 5,000 COPPER CENTS (CP)

It is important to note that these coins have no basis in history. The DM can use these coins to have equivalents to D&D currency and not have to re-work the prices in the equipment tables while keeping silver as the base metal for currency for Mythic Europe.

Covenants

Treat the covenant as a property that is run like a business (see **Dungeon Master's Guide**, Recurring Expenses and Downtime Activities). The covenant is assumed to have everything the characters need to continue their advancement as Hermetic magi (unless the campaign demands otherwise). The starting Hermetic spell level of the covenant's *Aegis of the Hearth* will be equal to the maximum Hermetic spell level of the most powerful resident magus. After play begins, higher level *Aegis of the Hearth* spells must be researched. The Autocrat (or equivalent) of the covenant will spend the full thirty days managing the covenant's affairs under normal circumstances. This grants a +30 bonus to the roll on the Running a Business table (page 129). Instead of multiplying by 5 gp, the profit die roll is multiplied by the daily maintenance cost of the property (Maintenance Costs, page 127). All other details of the covenant are strictly narrative, requiring no hard rules.

Fantasy Races

These can be used in a D&D Mythic Europe campaign, however there must be a change to the nature of these races. A character using a non-human race from the Player's Handbook or other source should consider their character to have either the Faerie Blood, Giant Blood, or Strong Faerie Blood Virtue. Strong Faerie Blood is suitable for characters that use the rules for dwarf, elf, gnome, and halfling (and perhaps even goblin, hobgoblin, and bugbear). Faerie Blood is suitable for half-elf or half-orc. Giant Blood would be suitable for some of the optional races such as goliath and half-ogre. The D&D character isn't actually taking an *Ars Magica* Virtue, this only serves as a description of the Virtue the character would likely have in the *Ars Magica* system, given the player's racial choice. In this way, the D&D races can still be used in a "human-only" milieu.

Realms

There are plenty of rules in D&D regarding otherworldly realms. You can refer to the AD&D **Manual of the Planes**, Chapter 2 in the **Dungeon Master's Guide** (Creating a Multiverse), the Supernatural Regions section in **Tasha's Cauldron**, Ravenloft material, etc. Do not attempt to convert the *Ars Magica* Realm and Aura rules. Most site-based adventure modules take place in some sort of regio, which justifies any magical limitations the DM places on the characters' abilities while in the area.

Equipment

Some of the equipment in the D&D lists may be anachronistic (like plate mail and curved swords in 1220 A.D.) but just keep everything the way it is. It would be too much trouble to make the equipment lists "accurate."

Vis

The closest thing to raw vis that exists in D&D 5e would be the Magical Item Ingredients detailed in **Xanathar's Guide to Everything** (page 129). The table shows the Challenge of a creature that must be faced to acquire materials for the construction of a magical item of the given rarity. The material could be gained from the creature itself or the creature may be guarding an area containing the material. It is recommended that the number of pawns of raw vis gained from a single creature be equal to the Challenge of the creature, with one important caveat. When creating a magic item or casting a ritual spell, the total number of pawns of raw vis needed must all come from the same creature or source. A Hermetic magus may not pool a number of pawns from different sources to total the amount needed. For example, a 12th level spellcaster wishes to cast *Wrath of Whirling Winds and Water* (CrAu 65). This ritual spell requires 13 pawns of vis. The spellcaster in this case could not pool pawns of raw vis from three creatures having Challenges of two, four, and seven but must acquire 13 or more pawns of raw vis, all at once, from a creature of Challenge 13 or greater (like a storm giant).

For bookkeeping purposes, raw vis should be listed by its physical form and the number of pawns of raw vis it contains (called a 'block'). A block of raw vis may be divided into a number of lesser blocks with each block having a smaller number of pawns (with the pawns of the smaller blocks totaling the pawns of the original larger block). The reverse operation, unfortunately, is not possible; blocks of raw vis cannot be combined to make magically-effective larger blocks. When it comes to a block of raw vis, the whole is worth more than the sum of its parts.

If raw vis is used in the campaign, do not require a monetary expenditure for the creation of magical items that require magical item ingredients (per **Xanathar's Guide**). Also, any Hermetic ritual spells or D&D spells that have material components with a listed gold piece value should be altered to require pawns of raw vis instead. Hermetic ritual spells require one pawn per Hermetic magnitude and D&D spells require two pawns

per D&D spell level. A Hermetic spell that has a magical material component cost based on the gold piece value of all permanently created items (such as *Touch of Midas*) can use multiple blocks of vis as long as the total gold piece value of the blocks meets the requirement. As an example, *Touch of Midas* creates 80 pounds of gold which is worth 4,000 gold coins that weigh 1/50th of a pound each. This spell, then, requires blocks of vis having a total worth of 4,000 gold crowns (40,000 silver thalers). This could equate to four hundred 4-pawn blocks, a hundred 5-pawn blocks, or four 13-pawn blocks. Use the first table in **Hermetic Spells for D&D** that shows the Minimum Ritual Spell Component Cost for each Hermetic Spell Level to find the gold piece value for a block of vis. One-pawn, two-pawn, and three-pawn blocks are worth 25, 50, and 75 gp respectively.

For a vis source, the annual yield in pawns of raw vis are magically effective as one block (even if individual pawns are spread between distinct items). For the laboratory activities found in **Hermetic Spells for D&D** document, treat each 1,000 gp of magical material components as one pawn of vis. Thus, fixing an Arcane Connection requires one pawn of vis, a magus can extract a block of raw vis having a number of pawns equal to one plus their spellcaster level, divided by two (rounded up), and the longevity ritual requires a block of vis containing one pawn for every five years of age.

Only certain monsters can provide raw vis. They are listed below with the suggested Realm (for narrative purposes only). Not all monsters provide vis.

DIVINE REALM

In Dungeons & Dragons, these creatures will most often be Divine:

- Angels
- Celestials, in general
- some Empyreans
- Unicorns

FAERIE REALM

These creatures will most often be of the Faerie Realm:

- Dryads
- Fey, in general
- Humanoids, in general
- Hags
- Lycanthropes
- Pixies
- Satyrs
- Sprites
- and any other creature that is filling the role of a creature from another Realm

INFERNAL REALM

These creatures will most often be Infernal:

- Demons
- Devils
- some Empyreans
- Fiends, in general
- Nightmares
- Rakshasas
- Undead, in general
- Yugoloths, in general

MAGIC REALM

In Dungeons & Dragons, these creatures will most often be of the Magic Realm:

- Aberrations, in general
- Animated Objects
- Constructs, in general
- Dragons, in general
- Faerie Dragons
- Elementals, in general
- Gargoyles
- Genies
- Giants
- Golems
- Griffons
- Helmed Horrors
- Hippogriffs
- Mephits
- Monstrosities, in general
- Ogres
- Oozes, in general
- Pegasi
- Plants, in general
- Pseudodragon
- Rocs
- Salamanders
- Slaadi
- Treants
- Trolls
- Wyverns
- Xorns

The DM will adjudicate whether a given creature can be harvested for raw vis, guards areas containing naturally-occurring raw vis, or can provide raw vis with no injury to themselves; the amount that can be gained; and how long it takes to replenish the raw vis supply.

Reaction Checks

Whenever a group containing one or more magi attempts to interact with creatures that would be affected by The Gift, the Dungeon Master should have the party make a “reaction check” (like in the old days). The group should choose a spokesman for the party. This is a Charisma ability check using the appropriate skill (such as Persuasion or Traditions). Assuming the spokesman does not have The Gift, this Charisma ability check is without disadvantage; the tables below account for the effects of The Gift. For first impressions, choose the worst variation of The Gift from among the magi in the party and consult the tables below. These tables could be used a number of times until the party establishes a positive relationship with the NPCs.

FIRST IMPRESSIONS – GENTLE GIFT

DC	Reaction
0	The NPC offers no help, but does no harm.
10	The NPC grudgingly offers shelter for a few nights, and does as asked as long as no risk or sacrifice is required.
20	The NPC provides whatever minor aid or service is asked, but balks at any larger requests.

FIRST IMPRESSIONS – THE GIFT

DC	Reaction
0	The NPC offers no help, and bids the company leave immediately.
10	The NPC grudgingly offers shelter for one night, but nothing more.
20	The NPC grudgingly offers shelter for a few nights, and does as asked as long as no risk or sacrifice is required.

FIRST IMPRESSIONS – BLATANT GIFT

DC	Reaction
0	The NPC opposes the company’s actions and thwarts them if possible. Shelter is refused.
10	The NPC offers no help, and bids the company leave immediately.
20	The NPC grudgingly offers shelter for one night, but nothing more.

ESTABLISHED RELATIONSHIP – GENTLE GIFT

DC	Reaction
0	The NPC greets the party warmly, and will make minor sacrifices and honor small requests.
10	The NPC accepts a significant risk to aid the party, if needed. The party is treated as honored guests.
20	The NPC does whatever the party asks, as long as the request are not outrageous or suspicious. The party is welcomed as the NPC’s closest kinfolk and given every comfort and honor that can be mustered.

ESTABLISHED RELATIONSHIP – THE GIFT

DC	Reaction
0	The NPC does as asked, as long as there is no prospect of sacrifice or peril. Shelter is freely offered.
10	The NPC greets the party warmly, and will make minor sacrifices and honor small requests.
20	The NPC accepts a significant risk to aid the party, if needed. The party is treated as honored guests.

ESTABLISHED RELATIONSHIP – BLATANT GIFT

DC	Reaction
0	The NPC offers no help, but does no harm.
10	The NPC grudgingly offers shelter for a few nights, and does as asked as long as no risk or sacrifice is required.
20	The NPC provides whatever minor aid or service is asked, but balks at any larger requests.

There are no rules for characters having The Blatant Gift in this document. The tables for Blatant Gift are included in case they are needed (perhaps for a Twilight flaw).

Twilight

Use these simple rules if you wish to include Twilight in the campaign.

Each time a Hermetic maga casts a spell (cantrip through 9th level), the player rolls percentile dice. If the result is '00' then a spellcasting botch has occurred. The intended spell fizzles and the maga gains two Warping Points. The maga must make a saving throw (her spellcasting ability) to avoid entering Twilight.

Saving Throw to Avoid Twilight:

Intelligence, Wisdom, or Charisma Saving Throw
 $DC = 10 + \text{Warping Score} + \text{Enigmatic Wisdom}$

If the saving throw is successful, the maga avoids entering Twilight and takes a moment to get her magic under control (but still loses the spell). If the saving throw fails, the maga must make an Intelligence ability check to comprehend the Twilight.

Ability Check to Comprehend Twilight:

Intelligence (Enigmatic Wisdom)
 $DC = 10 + \text{Caster's Warping Score}$

If the ability check to comprehend Twilight fails, the maga spends the base time in Twilight (see table below) and suffers a bad effect from the experience.

If the ability check to comprehend Twilight succeeds, the maga spends time in Twilight on the row corresponding to her Warping Points, moving up by a number of rows equal to how much the saving throw succeeded by (with a minimum time of Momentary).

For example, a maga with Warping Score of 5 succeeds on the comprehension ability check by three points. This maga would spend two hours in Twilight during the episode.

Warping Score	Base Time in Twilight
0	Momentary
1	Diameter (20 combat rounds)
2	Two Hours
3	Sun
4	Day (24 hours)
5	Moon
6	Season
7	Year
8	Seven Years
9	Seven + 1d10 Years
10	Eternal: Final Twilight

If the maga comprehends the Twilight, roll percentile dice and consult the Minor Beneficial Properties table in the **Dungeon Master's Guide** (page 219). The character gains the property that is rolled for the Base Time shown for the character's Warping Score.

If the maga did not comprehend the Twilight (i.e., failed the Twilight comprehension ability check), roll percentile dice and consult the Minor Detrimental Properties table in the **DMG** (page 220). The character gains the property that is rolled for a period of time equal to the Base Time above for the character's Warping Points.

In both cases, ignore the "while attuned to the artifact" portion of the property. Minor detrimental properties can be removed with the spells *greater restoration*, *wish*, or equivalent magic.

Warping

A character's Warping Score is determined by his or her Warping Point total. See the table below.

Warping Points	Warping Score
0 – 4	0
5 – 14	1
15 – 29	2
30 – 49	3
50 – 74	4
75 – 104	5
105 – 139	6
140 – 179	7
180 – 224	8
225 – 274	9
275 +	10

Hermetic magi can gain Warping Points by botching spellcasting rolls. All characters gain one Warping Point when the subject of a Hermetic spell of Level 30 or higher or a D&D spell using a 3rd level or higher spell slot (unless they cast the spell or the effect was made specifically for them). Also, characters under a constant mystical effect (like a longevity ritual) gain one Warping Point per year.

Note, if you use Warping Points in your campaign, spells like *The Enigma's Gift* do not do force damage, they just inflict Warping Points.

Wounds

When a character is reduced to zero hit points, longer lasting damage in the form of a wound is inflicted.

Parameters	Light	Medium	Heavy
Occurs at	0 hp	1st Failed Death Save	2nd Failed Death Save
Wound Damage	10 hp	15 hp	20 hp
d20 Roll Penalty	-1	-3	-5
Healing Time	One Week	One Month	One Season

The wound severity levels are shown above (Light, Medium, and Heavy). When a character's hit point total falls to zero, a light wound is gained. If one death saving throw is failed, this wound becomes a medium wound. If a second death saving throw is failed, the wound becomes a heavy wound. Of course, if the third death saving throw is failed, the character dies.

Once the final wound level is determined (after the character becomes stable), note the wound damage. This hit point total is separate from the character's normal hit point total and represents how badly the character's persistent injury is. If untreated by magic, the wound takes the healing time shown in the table to reach the next lesser severity.

For example, a character's medium wound would become a light wound after a month. After a further week, this light wound would be healed.

If the wound is treated by magic, the effect reduces the wound damage by an amount equal to the healing. If the wound damage falls at or below the threshold of a lesser severity wound, the wound becomes that severity.

For example, a character with a heavy wound receives a 1st level cure wounds spell. The cure wounds spell cures six points of damage, taking the wound damage from 20 to 14. The wound is now a medium wound.

The penalty column in the chart shows the lasting effect of the wound in the form of a modifier that is applied to all attack rolls and ability checks (but not saving throws) while the character suffers the wound. For simplicity, wounds do not get worse from continued adventuring activities.

Note that the wound damage has no effect on the character's hit point total. Wound damage represents the numerical severity of the wound and how much magical healing must take place to cure the wound.

Aging

There are no rules in D&D 5e for aging, but there are rules in Ars Magica. Aging is represented by penalties to ability scores. As stated previously, a human under the age of 14 has all ability scores lowered by an amount equal to 14 minus the character's age (with a minimum ability score of 3). Thus, a 10-year-old starting apprentice would have all ability scores lowered by four. For human characters, aging rolls begin after reaching age 35 in Mythic Europe. Use the following simplified system.

Aging Roll:

- 1d10 + Age ÷ 10 (rounded up)
- Living Conditions (LC) modifier
- Longevity Ritual (LR) modifier

Aging Threshold (AT):

$$2 + (\text{LC} + \text{LR}) \text{ modifiers} \div 5 \text{ (rounded up)}$$

Aging Roll	Effect
AT or less	No apparent aging
> AT	Apparent age increases by one year
11 or more	Chance of Decrepitude

If the result is 11 or more, subtract ten from this result and multiply by 10%. This is the chance that the character gains one Decrepitude Point. When the character has accumulated five Decrepitude Points, he or she will die that year.

If this aging system is used, then the bonus for Longevity Ritual should be calculated. The bonus is equal to the Maximum Hermetic Spell Level of the magus creating the longevity ritual, divided by five. With more powerful Longevity Rituals, the magus is almost guaranteed to enter Final Twilight before dying.

Testing this system using MATLAB shows that a magus should have at least a +10 for the Longevity Ritual modifier to have a reasonable chance to live until Final Twilight (while not looking ridiculously old at that time). If the maga can somehow get a +20 modifier, apparent aging will essentially stop and the maga's lifespan is sure to be limited only by Warping.

An Expanded Mythic Earth

The following notes can be used to further detail the Ars Magica setting with D&D-specific content.

Mythic Hesperia

For the campaign, use Mythic Europe and Mythic Hesperia (North America). Mythic Europe is the canonical setting and Mythic Hesperia is the completely made-up setting.

The idea is that a Hermetic magus accompanied Northmen to "Hesperia" (what he named North America) in the late 10th century. Realizing its potential and see the vast amounts of untouched raw vis, he reported back to the order who sent emissaries. They took priests with them as well. The tribal and clan leaders that converted to Christianity were given noble titles and lands to rule over in the manner of European feudal lords. The Order of Hermes has been active on the continent for about two hundred years but in that time there can be any level of civilization and development based on the needs of the campaign.

The Hesperians (inhabitants of North America) have been fully integrated into Hermetic society. Native Gifted children are trained in the Hermetic Arts, there are Hesperian priests, Hesperian nobility, etc. Vernacular languages of Hesperia are in use but Latin is used for international discourse. Most of the land is still wild, though, with all sorts of creatures, ruins, and areas of vis production. The ruins are from civilizations that existed before the ancestors of the Hesperians came from Asia. The idea is that Hesperia can function much like a normal D&D setting while keeping Europe the same as described in the Ars Magica supplements. There is at least one Hermes Portal that is maintained between Hesperia and Europe and most likely more. Richmond (Henricus) on the Hesperian side and Harco on the European side have reciprocal portals.

The middle (temperate) part of the continent has been partitioned into tribunals with boundaries based on natural watershed areas (in most cases). The northern part has been left alone (to give "the Order of Odin" land to avoid conflict) as well as the southern part (leaving this for "the Order of Suleiman"). The Hesperian tribunals are different from those of Europe and much of the area is still undeveloped (by European standards) and wild with many regiones and vis-producing areas.

The dioceses of the Church are located in cities and settlements based on where their "real" American locations are (for simplicity). You can even use the heraldic shields of each North American diocese for the campaign.

For the secular nations, the DM is free to use any sort of boundaries desired. The DM could keep the modern American states (renamed perhaps) or divide up lands based on the Hesperian nations that exist or go with the watershed boundary model. For simplicity, the modern map of North America can be used to place settlements. Divide any population figures by ten if needed for a city or town.

Spellcasting Characters

Hermetic magi are not the only Gifted spellcasters in the setting. The Ars Magica rulebooks detail a host of other traditions. As a simple rule-of-thumb, non-Gifted characters should take levels in the spellcaster sidekick class and Gifted characters can take levels in the normal D&D character classes. The companion character classes (i.e., **Adventures in Middle-earth Player's Guide** classes) do not have any spellcasters, so these would not be useful.

For a non-Gifted character, the spells known should be in keeping with the magical powers of the source tradition. For example, a spellcaster that is based on the elemental hedge magic tradition should choose elemental spells.

For a Gifted character, choose a D&D spellcasting class that most adheres to the spirit of the source tradition. To extend the example, a Gifted elementalists may be a druid, sorcerer, or wizard.

Magic-users of the other Realms (Divine, Faerie, and Infernal) will convert to D&D in the same manner. Gifted practitioners of Divine traditions will most likely be clerics but need not be if another class simulates the tradition better (such as bard for the cantores in **Realms of Power: Divine**, page 93). Many Gifted infernalists would be warlocks but other spellcasting classes are good fits as well (sorcerer and wizard). Gifted Faerie spellcasters could take levels in just about any spellcasting class.

Using Published Characters

The following rules are guidelines for figuring out how to translate the quickly-sketched Ars Magica characters from the rule books into D&D characters.

D&D LEVEL

The only clue given to establish the D&D level of a character from Ars Magica source material is the character's age. Use the following table to derive a D&D level from the age. Magi are assumed to start advancing at age ten (the beginning of a standard apprenticeship). All other characters begin at age fifteen. This table is for human characters.

D&D Level	Age: Magus	Age: All Others
0	< 10	< 15
1	10	15
2	11 – 12	16 – 17
3	13 – 15	18 – 20
4	16 – 19	21 – 24
5	20 – 24	25 – 29
6	25 – 30	30 – 35
7	31 – 37	36 – 42
8	38 – 45	43 – 50
9	46 – 54	51 – 59
10	55 – 64	60 – 69
11	65 – 75	70 – 80
12	76 – 87	81 – 92
13	88 – 100	93 – 105
14	101 – 114	106 – 119
15	115 – 129	120 – 134
16	130 – 145	135 – 150
17	146 – 162	151 – 167
18	163 – 180	168 – 185
19	181 – 199	186 – 204
20	200 +	205 +

D&D CLASS

The default class and archetype for Hermetic magi is sorcerer with the Hermetic Training origin. Of course, the DM is free to designate any class and archetype for the Hermetic magus characters found in the Ars Magica sourcebooks. If the description of a Hermetic magus includes spells, then the magus knows all of those spells.

Mundane characters default to the sidekick classes of expert and warrior unless a companion class is a better fit (such as wanderer for a Redcap).

Un-Gifted magic-users should default to the spellcaster sidekick class (as previously mentioned in this document).

Grogs should take sidekick classes. Companions should take **Adventures in Middle-earth** classes and/or sidekick classes.

Mythic Companions can have levels in any of the D&D classes. Gifted characters who are not Hermetic magi can take levels in any of the D&D classes. Of course, both Mythic Companions and Gifted characters can take grog and companion classes if desired.

And finally, the DM can always use a monster block to describe any character from a sourcebook for quick translation.

ABILITY SCORES

Use the standard Characteristics to ability scores conversion if the Characteristics are listed. Otherwise, use the standard array for simplicity keeping in mind the character's D&D class and the description of the character in the Ars Magica sourcebook.

OTHER CHARACTER TRAITS

The DM may choose backgrounds, equipment, feats, and other traits as appropriate for the Mythic Europe NPC.

Non-Human Character Races

The Dungeon Master may allow player characters to be mostly to purely non-human, if desired.

Faeries

Grogs, companions, and Mythic Companions can be made as faeries instead of humans. Faeries cannot be Hermetic magi, as faeries cannot have The Gift. Make the character as you would any other D&D character, choosing an appropriate race to represent the faerie's role. Most of these characters would be highly cognizant faeries. It is important to note that faeries can only earn experience points and advance in levels by participating in adventures with human characters. A faerie's age cannot be used to determine their D&D character level. Otherwise, treat the faerie character as you would any other character. These characters are subject to all of the weaknesses and vulnerabilities of normal D&D characters and can die as a result of damage or other effects. Of course, they may return as a relative of the deceased but such is the nature of faeries.

Aasimar and Tieflings

Aasimar and tieflings can be used as player character races in Mythic Europe. Aasimar would be humans with Virtues granting divine heritage such as Blood of the Nephilim or Strong Angelic Heritage while tieflings would be humans with Virtues describing their diabolical lineage such as Demonic Blood, Devil Child, or Infernal Blessing. Tieflings in Mythic Europe do not automatically manifest physical signs of their connection with the infernal (i.e., they typically do not have horns and tails). These characters can be grogs, companions, and Mythic Companions. Aasimar and tieflings cannot have The Gift.

Magic Kin

Another permissible option is to allow player characters to be Magic Kin, as detailed in *Realms of Power: Magic*. Any non-human race could potentially be a magical race. Using this option does not preclude using a racial description for a human character with faerie blood, a human with giant blood, a faerie character, or any other choice. Magic Kin can be grogs, companions, or Mythic Companions. Magic Kin cannot have The Gift.