

# Liber Icosahedronis

LIBER ICOSAHEDRONIS ("The Book of the Twenty-Sider") gives instructions on how to play an Ars Magica campaign with the d20 System. Use normal D&D. Adepts, barbarians, commoners, experts, fighters, nobles, rogues, and warriors exist. Bards, clerics, druids, rangers, paladins, sorcerers, and wizards are rare. Monks do not exist. Prestige classes are available on a case-by-case basis. The magus is a new D&D class used just for the Mythic Europe campaign setting.

To generate ability scores, use the Nonstandard Point Buy method. Players can use up to 28 points for the ability scores of their characters.

Usual character classes by Social Status:

## Major Virtue

Landed Noble, Poor (0) – noble  
Landed Noble, Wealthy (4) – noble  
Magister in Artibus, Poor (1) – expert (male)  
Magister in Artibus, Wealthy (3) – expert (male)  
Redcap (2) – adept, expert, fighter, or rogue

## Minor Virtue

Clerk – expert  
Custos – adept, expert, fighter, or rogue  
Failed Apprentice – adept, expert, or rogue  
Gentleman/woman – noble  
Knight – fighter (or, rarely, paladin) (male)  
Mendicant Friar – expert (or cleric) (male)  
Mercenary Captain – fighter  
Priest – expert (or cleric) (male)  
Wise One – adept or expert

## Free

Covenfolk – commoner or warrior  
Craftsman – commoner  
Hermetic Magus (4) – magus  
Merchant – commoner  
Peasant – commoner  
Wanderer – commoner or rogue (or ranger)

## Minor Flaw

Branded Criminal – commoner, rogue, or warrior  
Outcast – adept, commoner, expert, fighter, rogue, or warrior  
Outlaw Leader – commoner, fighter, rogue, or warrior

## Major Flaw

Outlaw – commoner, rogue, or warrior  
Outsider – adept, barbarian, commoner, expert, fighter, rogue, or warrior

Poor characters only get one season per year for activities, in the other three they can get Exposure XP. Wealthy characters get three seasons per year. Average characters gain two seasons per year. The number of genuinely free seasons per year is shown in parentheses. Magister in Artibus, Knight, Mendicant Friar, and Priest are available to males only.

Only human characters are allowed. Companions get their age minus fifteen, times 1,000 XP (minimum 0 XP). Thus a 16 year-old will be 2<sup>nd</sup> level, an 18 year-old will be 3<sup>rd</sup>, a 21 year-old will be 4<sup>th</sup> and a 25 year-old will be 5<sup>th</sup> level. Wealthy characters get an extra 250 XP per year, while characters with the Poor flaw gain 250 XP less per year. A wealthy 70 year-old character would be a 12<sup>th</sup> level character. This is about the upper limit for characters not taking *potions of longevity*.

To this, add *a la carte* traits per D&D5E. Players can pay experience points to add basic traits (from Table 3) to their character. They cannot raise a trait up to a level higher than those shown for their character level on Table 2: Character Level Determination.

Use the Spell Points variant from Unearthed Arcana. Use the Vitalizing variant in the Spell Points section. Magi can apply metamagic feats to spells at the time of casting by paying additional spell points (per the first option in the Metamagic and Spell Points section). Also use the rules for Character Flaws, Character Traits, Action Points (to simulate Confidence), Incantations (to imitate Ritual Spells), and Reputation (Event-Based).

Use the notes found in *The Black Monks of Glastonbury*.

Use all background material in Ars Magica Fifth Edition and all Ars Magica supplements for the campaign world.

# Adept

This version of the adept class represents all of the varied non-Hermetic practitioners of magic. It is based on the adept NPC class but has been augmented in certain areas to make it playable as a player character class. Use this class for wise ones, hedge mages, witches, sorcerers, infernalists, miracle workers, kabalists, thaumaturgists, theurgists, necromancers, shaman, and any other type of magic-user.

**Alignment:** Any.

**Hit Die:** d6.

### Class Skills

The adept's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

**Skill Points at 1st Level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Table: The Adept**

Level	Base				Special	----- Spells per Day -----							Spell Points
	Attack Bonus	Fort Save	Ref Save	Will Save		0th	1st	2nd	3 <sup>rd</sup>	4th	5th	6th	
1st	+0	+0	+0	+2	Bonus feat	2	—	—	—	—	—	—	0
2nd	+1	+0	+0	+3		3	0	—	—	—	—	—	0
3rd	+1	+1	+1	+3		3	1	—	—	—	—	—	1
4th	+2	+1	+1	+4		3	2	0	—	—	—	—	5
5th	+2	+1	+1	+4	Bonus feat	3	3	1	—	—	—	—	6
6th	+3	+2	+2	+5		3	3	2	—	—	—	—	9
7th	+3	+2	+2	+5		3	3	2	0	—	—	—	14
8th	+4	+2	+2	+6		3	3	3	1	—	—	—	17
9th	+4	+3	+3	+6		3	3	3	2	—	—	—	22
10th	+5	+3	+3	+7	Bonus feat	3	3	3	2	0	—	—	29
11th	+5	+3	+3	+7		3	3	3	3	1	—	—	34
12th	+6/+1	+4	+4	+8		3	3	3	3	2	—	—	41
13th	+6/+1	+4	+4	+8		3	3	3	3	2	0	—	50
14th	+7/+2	+4	+4	+9		4	3	3	3	3	1	—	57
15th	+7/+2	+5	+5	+9	Bonus feat	4	4	3	3	3	2	—	67
16th	+8/+3	+5	+5	+10		4	4	4	3	3	2	0	81
17th	+8/+3	+5	+5	+10		4	4	4	4	3	3	1	95
18th	+9/+4	+6	+6	+11		4	4	4	4	4	3	2	113
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	3	133
20th	+10/+5	+6	+6	+12	Bonus feat	4	4	4	4	4	4	4	144

**Table: Adept Spells Known**

----- Spells Known -----							
Level	0th	1 <sup>st</sup>	2nd	3 <sup>rd</sup>	4th	5 <sup>th</sup>	6th
1st	4	—	—	—	—	—	—
2nd	5	2 <sup>1</sup>	—	—	—	—	—
3rd	6	3	—	—	—	—	—
4th	6	3	2 <sup>1</sup>	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	3	—	—	—	—
7th	6	4	4	2 <sup>1</sup>	—	—	—
8th	6	4	4	3	—	—	—
9th	6	4	4	3	—	—	—
10th	6	4	4	4	2 <sup>1</sup>	—	—
11th	6	4	4	4	3	—	—
12th	6	4	4	4	3	—	—
13th	6	4	4	4	4	2 <sup>1</sup>	—
14th	6	4	4	4	4	3	—
15th	6	4	4	4	4	3	—
16th	6	5	4	4	4	4	2 <sup>1</sup>
17th	6	5	5	4	4	4	3
18th	6	5	5	5	4	4	3
19th	6	5	5	5	5	4	4
20th	6	5	5	5	5	5	4

<sup>1</sup> Provided the adept has a high enough relevant ability score to have a bonus spell of this level.

**Class Features**

All of the following are class features of the adept.

**Weapon and Armor Proficiency:** An adept is proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with adept's gestures, which can cause his spells with somatic components to fail.

**Bonus Feat:** At 1st level, an adept gets a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. At each level evenly divisible by five thereafter (5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup>), the adept gains another bonus feat. This feat may be any feat the adept qualifies for.

**Spells:** An adept must choose at 1st level whether to be an arcane spellcaster or a divine spellcaster. This choice has no impact on the spells that he

may learn, but affects what kinds of scrolls he can use and which ability score controls his spellcasting. An arcane adept may designate either Intelligence or Charisma as the ability score that determines the highest-level spell he can learn or cast, and the Difficulty Class of his spell's saving throws. A divine adept must use Wisdom to determine the highest-level spell he can learn or cast, and the DC of his spell's saving throws.

An adept's spells are drawn from the bard, cleric, druid, or sorcerer/wizard spell list. All adepts, regardless of whether they are arcane or divine spellcasters, may draw spells from these lists. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, an adept must have a relevant ability score equal to at least 10 + the spell. The Difficulty Class for a saving throw against an adept's spell is 10 + the spell level + the adept's relevant ability score modifier. The adept's relevant ability score is chosen at 1<sup>st</sup> level and may not be changed after.

Like other spellcasters, an adept can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Adept. In addition, he receives bonus spells per day if he has a high relevant ability score. When Table: Adept Spells Known indicates that the adept gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his relevant ability score for that spell level.

The adept's selection of spells is limited. An adept begins play knowing four 0-level spells of your choice. At most new adept levels, he gains one or more new spells, as indicated on Table: Adept Spells Known. (Unlike spells per day, the number of spells an adept knows is not affected by his relevant ability score; the numbers on Table: Adept Spells Known are fixed.)

As noted above, an adept need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.



# Expert

The expert class represents a wide variety of non-magical and non-martial characters. Advisors, priests, academics, craftsmen, performers, sailors, and many other types of characters can be constructed using this class. Fighters, nobles, barbarians, and warriors are the premier combatant classes. Adepts and magi cast powerful spells. Rogues are highly skilled, but they specialize in criminal activities. Experts are the true masters of skill use in the campaign world and surpass all other character classes in this area. This class is an adaptation of the expert NPC class.

**Alignment:** Any.

**Hit Die:** d6.

## Class Skills

Choose twenty-four skills as class skills. Each Craft, Knowledge, Perform, and Profession skill must be chosen individually. (For example, if the character has all thirteen Knowledge skills as class skills, this will account for thirteen of the available twenty-four class skills.)

**Skill Points at 1st Level:** (8 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 8 + Int modifier.

**Table: The Expert**

Level	Base Attack Bonus	Good Saves	Poor Save	Special
1st	+0	+2	+0	Bonus Feat
2nd	+1	+3	+0	Bonus Feat
3rd	+2	+3	+1	Skill Focus
4th	+3	+4	+1	Bonus Feat
5th	+3	+4	+1	Skill Focus
6th	+4	+5	+2	Bonus Feat
7th	+5	+5	+2	Skill Focus
8th	+6/+1	+6	+2	Bonus Feat
9th	+6/+1	+6	+3	Skill Focus
10th	+7/+2	+7	+3	Special Ability
11th	+8/+3	+7	+3	Skill Focus
12th	+9/+4	+8	+4	Bonus Feat
13th	+9/+4	+8	+4	Special Ability
14th	+10/+5	+9	+4	Bonus Feat
15th	+11/+6/+1	+9	+5	Skill Focus
16th	+12/+7/+2	+10	+5	Special Ability
17th	+12/+7/+2	+10	+5	Skill Focus
18th	+13/+8/+3	+11	+6	Bonus Feat
19th	+14/+9/+4	+11	+6	Special Ability
20th	+15/+10/+5	+12	+6	Bonus Feat

## Class Features

All of the following are class features of the expert class.

**Weapon and Armor Proficiency:** The expert is proficient in the use of all simple weapons, one martial weapon, and with light armor but not

shields.

**Base Save Bonuses:** The expert receives two "good" saves and one "poor" save. At 1st level, the expert designates which saves are good and which is poor. The choice, once made, cannot be changed at later levels. The choice should reflect the character concept. A courtier or diplomat

character would most likely have good Reflex and Will saves while an animal trainer or craftsman might have good Fortitude and Reflex saves. A sage or priest may have good Fortitude and Will saves.

**Bonus Feat:** At 1st level, an expert gets a bonus skill-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The expert gains an additional bonus feat at 2nd level and at certain designated levels thereafter (4th, 6th, 8th, 12th, 14th, 18th, and 20th). These bonus feats must be drawn from the feats noted as expert bonus feats. An expert must still meet all prerequisites for a bonus feat.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. An expert is not limited to the list of expert bonus feats when choosing these feats.

The expert bonus feats are: Acrobatic (Jump/Tumble), Agile (Balance/Escape Artist), Alertness (Listen/Spot), Animal Affinity (Handle Animal/Ride), Athletic (Climb/Swim), Craftsman\* (Craft), Deceitful (Disguise/Forgery), Dedicated\* (Concentration/Profession), Deft Hands (Sleight of Hand/Use Rope), Diehard, Diligent (Appraise/Decipher Script), Educated\* (Knowledge), Endurance, Investigator (Gather Information/Search), Linguist\* (Speak Language), Magical Aptitude (Spellcraft/Use Magic Device), Negotiator (Diplomacy/Sense Motive), Nimble Fingers (Disable Device/Open Lock), Persuasive (Bluff/Intimidate), Run, Self-Sufficient (Heal/Survival), Skill Focus, Stealthy (Hide/Move Silently), Talented\* (Perform), Toughness. Any other feat that gives bonuses to skill checks can be added to this list (DM's discretion). \*Indicates a new feat devised for the Mythic Europe campaign.

**Skill Focus:** At 3rd level and at certain designated levels thereafter (5th, 7th, 9th, 11th, 15th, 17th), the expert gains the Skill Focus feat.

**Special Abilities:** On attaining 10th level, and at every three levels thereafter (13th, 16th, and

19th), an expert gains a special ability of his choice from among the following options.

*Bonus Class Skills:* The expert chooses two cross-class skills. These skills become class skills for the expert.

*Improved Aid Another:* When the expert uses the aid another action on a skill check, the character aided receives a +4 bonus (instead of the normal +2 bonus) on his or her check. This special ability applies only when aiding another character who is attempting a skill check. It does not apply when aiding another in melee combat.

*Improved Skill Synergy:* The expert now gains a +3 bonus on skill synergies (instead of the normal +2 bonus). This applies to all skill synergies the expert has.

*Instant Mastery:* The expert gains 4 ranks in any skill (class or cross-class) in which the expert has no ranks.

*Jack of All Trades:* The expert may attempt to use any skill untrained, even skills that are designated Trained Only.

*Skill Mastery:* The expert becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions.

Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. An expert may gain this special ability multiple times, selecting additional skills for it to apply to each time.

*Feat:* An expert may gain a bonus feat in place of a special ability. The bonus feat need not be from the expert bonus feat list (above) but the expert must meet all of the prerequisites for the feat chosen.

# Noble

The noble class is a rendering of the aristocrat NPC class that can be used for player characters. It is important to recognize that not every character who is a member of the nobility has to be a member of the noble character class. Conversely, not everyone who takes levels in the noble class need be a member of the nobility in the campaign world. That being said, most members of the nobility in Mythic Europe will advance in this class. However, this class is well suited to any type of character in a leadership position, since its strengths lie in personal interaction and the coordination of units in battle.

**Alignment:** Any.

**Hit Die:** d8.

## Class Skills

The noble's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Survival (Wis).

**Skill Points at 1st Level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Table: The Noble**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Bonus Feat
2nd	+2	+0	+0	+3	Charm
3rd	+3	+1	+1	+3	Coordinate
4th	+4	+1	+1	+4	Bonus Feat
5th	+5	+1	+1	+4	Fast-Talk
6th	+6/+1	+2	+2	+5	Leadership
7th	+7/+2	+2	+2	+5	Favor
8th	+8/+3	+2	+2	+6	Bonus Feat
9th	+9/+4	+3	+3	+6	Leadership Bonus +1
10th	+10/+5	+3	+3	+7	Inspiration
11th	+11/+6/+1	+3	+3	+7	Dazzle
12th	+12/+7/+2	+4	+4	+8	Bonus Feat, Leadership Bonus +2
13th	+13/+8/+3	+4	+4	+8	Captivate
14th	+14/+9/+4	+4	+4	+9	Greater Inspiration
15th	+15/+10/+5	+5	+5	+9	Leadership Bonus +3
16th	+16/+11/+6/+1	+5	+5	+10	Bonus Feat
17th	+17/+12/+7/+2	+5	+5	+10	
18th	+18/+13/+8/+3	+6	+6	+11	Leadership Bonus +4
19th	+19/+14/+9/+4	+6	+6	+11	
20th	+20/+15/+10/+5	+6	+6	+12	Bonus Feat



## Class Features

All of the following are class features of the noble class.

**Weapon and Armor Proficiency:** The noble is proficient in the use of all simple and martial weapons and with all types of armor and shields (except tower shields).

**Bonus Feat:** At 1st level, a noble gets a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The noble gains an additional bonus feat at 4th level and every four noble levels thereafter (8th, 12th, 16th, and 20th). These bonus feats must be drawn from the list of bonus feats available to fighters.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A noble is not limited to the list of noble bonus feats when choosing these feats.

**Charm:** At 2nd level, the noble gains a bonus on all Diplomacy skill checks made to influence NPCs. The bonus is equal to one-half his noble level. A noble can only charm NPCs with attitudes of indifferent or better. The charm bonus can't be used against characters who are unfriendly or hostile.

**Coordinate:** Nobles have a knack for getting people to work together. At 3rd level, when the noble spends a full round directing his allies and succeeds on a Charisma check (DC 10), he provides any of his allies within 30 feet a +1 morale bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the noble's Charisma modifier. The noble can coordinate a number of allies equal to one-half his noble level, rounded down. A noble can't coordinate himself.

**Fast-Talk:** The noble has a way with words when attempting to con and deceive. Starting at 5th level, he applies one-half his noble level as a bonus on any Bluff skill checks he makes while attempting to lie, cheat, or otherwise bend the truth.

**Leadership:** At 6th level, the noble gains the Leadership feat.

**Favor:** At 7th level the noble has the ability to acquire minor aid from anyone he meets. By

making a favor check, a noble can gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents, or to receive minor assistance in the course of the adventure. To make a favor check, roll a d20 and add the character's noble level. The DM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 30 for formidable and highly dangerous, expensive, or illegal favors. A noble can't take 10 or 20 on this check, nor can he retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of the favor check. The DM should carefully monitor a noble's use of favors to ensure that this ability isn't abused. The success or failure of an adventure shouldn't hinge on the use of a favor, and getting a favor shouldn't replace good roleplaying or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game. A noble can attempt only one favor check per game week.

**Leadership Bonus:** At 9th level and every three levels thereafter (12th, 15th, and 18th), the noble gains a cumulative +1 to his Leadership Score.

**Inspiration:** At 10th level, when the noble spends a full round directing his allies and succeeds on a Charisma check (DC 10), he provides any of his allies within 60 feet a +2 morale bonus on their attack rolls and skill checks. This bonus lasts for a number of rounds equal to the noble's Charisma modifier plus one-half his noble level. The noble can inspire a number of allies equal to one-half his noble level, rounded down. A noble can't inspire himself.

**Dazzle:** At 11th level, the noble has the ability to dazzle a target (NPC) through sheer force of personality, a winning smile, and fast-talking. The target must have an Intelligence score of 3 or higher to be susceptible to a dazzle attempt, must be within 30 feet of the noble, and must be able to see, hear, and understand the noble.

To dazzle a target, the noble must use an attack action and make a Charisma check (DC 15), adding one-half his noble level as a bonus. If the Charisma check succeeds, the target can try to resist.



The target resists the dazzle attempt by making a Will saving throw (DC 10 + the noble's class level + the noble's Cha bonus). If the save fails, the target receives a -1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the noble's class level.

**Captivate:** At 13th level, the noble gains the ability to temporarily beguile a target (NPC) through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 feet of the noble, and must be able to see, hear, and understand the noble.

To captivate a target, the noble must use an attack action and make a Charisma check (DC 15), adding one-half his noble class level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the captivation attempt by making a Will saving throw (DC 10 + the noble's class level + the noble's Cha bonus). If the saving

throw fails, the noble becomes the target's sole focus. The target pays no attention to anyone else for 1 round. This focusing of attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened.

The noble can concentrate to keep a target captivated for additional rounds. The noble concentrates all his effort on the task, and the target gets a new Will save each round. The effect ends when the noble stops concentrating, or when the target succeeds on the save.

**Greater Inspiration:** At 14th level, when the noble spends a full round directing his allies and succeeds on a Charisma check (DC 10), he provides any of his allies within 60 feet a +3 morale bonus on their attack rolls and skill checks. This bonus lasts for a number of rounds equal to the noble's Charisma modifier plus one-half his noble level. The noble can inspire a number of allies equal to one-half his noble level. A noble can't inspire himself.

# Magus

The magus class represents all spellcasters trained under the auspices of the Order of Hermes: highly trained in Hermetic theory; bearing the Magic Shield; and enjoying the benefits, protection, and stability provided by the Code of Hermes. The magus is the most powerful and versatile of the spellcasters found in Mythic Europe. No attempt has been made to make this class “equal” to other character classes. In the Ars Magica game paradigm, magi are supposed to be superior to all other character types.

**Alignment:** Any.

**Hit Die:** d4.

**Class Skills:**

The magus’ class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills for skill descriptions.

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Table: The Magus**

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day										Spell Points	
						0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th		
1 <sup>st</sup>	+0	+0	+0	+2	Summon familiar, The Gift	5	3	—	—	—	—	—	—	—	—	—	3
2 <sup>nd</sup>	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—	—	5
3 <sup>rd</sup>	+1	+1	+1	+3	Theurgy	6	5	—	—	—	—	—	—	—	—	—	8
4 <sup>th</sup>	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—	—	14
5 <sup>th</sup>	+2	+1	+1	+4	Bonus feat	6	6	4	—	—	—	—	—	—	—	—	19
6 <sup>th</sup>	+3	+2	+2	+5	Magic shield	6	6	5	3	—	—	—	—	—	—	—	29
7 <sup>th</sup>	+3	+2	+2	+5		6	6	6	4	—	—	—	—	—	—	—	37
8 <sup>th</sup>	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—	—	51
9 <sup>th</sup>	+4	+3	+3	+6		6	6	6	6	4	—	—	—	—	—	—	63
10 <sup>th</sup>	+5	+3	+3	+7	Bonus feat	6	6	6	6	5	3	—	—	—	—	—	81
11 <sup>th</sup>	+5	+3	+3	+7		6	6	6	6	6	4	—	—	—	—	—	97
12 <sup>th</sup>	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	—	—	—	—	115
13 <sup>th</sup>	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	—	—	—	—	131
14 <sup>th</sup>	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—	—	149
15 <sup>th</sup>	+7/+2	+5	+5	+9	Bonus feat	6	6	6	6	6	6	6	4	—	—	—	165
16 <sup>th</sup>	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—	—	183
17 <sup>th</sup>	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	—	—	199
18 <sup>th</sup>	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3	—	217
19 <sup>th</sup>	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4	—	233
20 <sup>th</sup>	+10/+5	+6	+6	+12	Bonus feat	6	6	6	6	6	6	6	6	6	6	6	249

**Table: Magus Spells Known**

Level	Spells Known									
	0th	1st	2nd	3rd	4 <sup>th</sup>	5 <sup>th</sup>	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

**Class Features**

All of the following are class features of the magus.

**Weapon and Armor Proficiency:** Magi are proficient with one simple weapon. They are not proficient with any type of armor or shield. Armor of any type interferes with a magus' gestures, which can cause his spells with somatic components to fail.

**Spells:** A magus casts arcane spells. He may select his spells known from the bard, cleric, druid, and sorcerer/wizard spell lists with some exceptions. Your DM will tell you which spells are prohibited to magi in his campaign. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below).

To learn or cast a spell, a magus must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw

against a magus' spell is 10 + the spell level + the magus' Intelligence modifier.

Like other spellcasters, a magus can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Magus. In addition, he receives bonus spells per day if he has a high Constitution score. If the Spell Points variant is used, the magus gains spell points as a sorcerer and receives bonus spell points if he has a high Constitution score. The number of spell points a magus gets at each level is shown for reference.

A magus' selection of spells is extremely limited. A magus begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new magus level, he gains one or more new spells, as indicated on Table: Magus Spells Known. (Unlike spells per day, the number of spells a magus knows is not affected by his Intelligence score; the numbers on Table: Magus Spells Known are fixed.)



These new spells can be any that are allowed to learn in your particular campaign, or they can be unusual spells that the magus has gained some understanding of by study. The magus can't use this method of spell acquisition to learn spells at a faster rate, however.

Unlike sorcerers, magi cannot choose to learn a new spell in place of one he already knows at 4<sup>th</sup> level (and at every even-numbered level thereafter). However, the magus can choose to take the Spell Knowledge feat to increase the number of spells he knows (see Feats).

If the Mythic Europe campaign setting is used, spell acquisition is more difficult for a magus. All spells the character acquires will be through instruction or research. Your DM will have more details.

Unlike a wizard or a cleric, a magus need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level (or used up all of his spell points for the day if the Spell Points variant is used). He does not have to decide ahead of time which spells he'll cast.

Most spells in the D&D game are available to magi. They may choose, learn, invent, and use spells from all spellcaster spell lists found in the game. However, the following spells cannot be learned or cast by the magus:

*align weapon, astral projection, atonement, augury, blasphemy, bless, bless water, bless weapon, chaos hammer, cloak of chaos, clone, commune, consecrate, contact other plane, create greater undead, create undead, curse water, desecrate, detect chaos, detect evil, detect good, detect law, dictum, dispel chaos, dispel good, dispel law, divination, ethereal jaunt, etherealness, greater teleport, hallow, holy aura, holy smite, holy sword, holy word, imbue with spell ability, limited wish, mnemonic enhancer, order's wrath, planar ally (greater and lesser), plane shift, raise dead, reincarnate, resurrection, shield of law, soul bind, trap the soul, true resurrection, unhallow, unholy aura, unholy blight, wish, and word of chaos.*

Spells in other publications that have similar qualities should also be prohibited.

In addition, the following spells are changed to reflect the spellcasting limitations of the magus class:

*cure critical wounds (mass), cure light wounds (mass), cure minor wounds, cure moderate wounds (mass), cure serious wounds (mass), divine favor, divine power, forbiddance, guidance, heal (mass), ray of exhaustion, regenerate, remove blindness/deafness, restoration (greater and lesser), shield of faith, teleport, teleport object, touch of fatigue, waves of exhaustion, waves of fatigue, word of recall.*

The magus versions of the various *cure* spells transform lethal damage to nonlethal damage, which must then be healed (normally one hit point per hour per character level of the character so injured). Hermetic versions of *cure* spells do not heal nonlethal damage nor do they affect undead creatures.

*Divine favor* and *divine power* function normally but should be referred to as *arcane favor* and *arcane power* since they are arcane spells.

*Forbiddance* cannot be attuned to creatures of similar alignment. The password aspect of the spell functions normally.

*Guidance* functions normally but provides arcane, not divine, guidance.

*Heal* and *mass heal* convert lethal to nonlethal damage. Furthermore, these spells do not remove fatigued or exhausted conditions. Hermetic versions of these spells cannot be used to cure permanent conditions (such as blindness in a character that has been blind from birth). *Heal* and *mass heal* do not cure nonlethal damage and have no effect on undead.

*Ray of exhaustion* is now a 5<sup>th</sup> level spell.

The magus version of *regenerate* does not cure damage, rid the subject of exhaustion and/or fatigue, or eliminate nonlethal damage.

*Remove blindness/deafness* can only remove these conditions if they are not inherently part of the target. A person blind from birth cannot be given sight by the magus. A person blinded because of a curse, spell, or magical effect could have their sight restored by the magus.

*Restoration, greater restoration, and lesser restoration* work as written except they do not remove fatigued or exhausted conditions when cast by the magus.

*Shield of faith* works normally, but should be called *protection from weapons* or something similar since magi rely on arcane power, not faith.

Change the maximum distance of a *teleport* or *teleport object* spell from 100 miles per caster level to 3 miles per caster level.

*Touch of fatigue* becomes a 2<sup>nd</sup> level spell.

*Waves of exhaustion* becomes a 9<sup>th</sup> level spell.

*Waves of fatigue* becomes a 7<sup>th</sup> level spell.

The maximum distance a *word of recall* spell can transport a target is 3 miles per caster level.

All other spells on the bard, cleric, druid, and sorcerer/wizard spell lists are available to magi and remain unchanged. A spell's level will be the same spell level as found on the sorcerer/wizard class spell lists. If the spell is not a sorcerer or wizard spell, then use the spell level as it appears on the spell list of another class (in this order): cleric, druid, bard. For example, *word of recall* is a 6<sup>th</sup> level cleric spell and an 8<sup>th</sup> level druid spell. The cleric class comes first in the hierarchy for spell level determination, therefore *word of recall* is a 6<sup>th</sup> level spell for the magus class.

**Bonus Languages:** A magus knows Latin (or the normal language of magic in other campaigns). This is a free language for a magus; that is, he knows it in addition to his regular allotment of languages and it doesn't take up a language slot.

**Familiar:** A magus can obtain a familiar (see below). Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

The magus chooses the kind of familiar he gets. As the magus advances in level, his familiar also increases in power.

If the familiar dies or is dismissed by the magus, the magus must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per magus level; success reduces the loss to one-half that amount. However, a magus' experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from

the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

**The Gift:** The same power that give the magus his spellcasting ability also disturbs others. Magi have trouble interacting with mundane society as others can sense their magical nature. Any use of a social skill, such as Diplomacy or Bluff, by which the magus is trying to make a creature react well, receives a -3 penalty, which stacks with other penalties.

**Theurgy:** At 3<sup>rd</sup> level, the magus gains the ability to spontaneously cast any spell on the magus spell list with exceptions. First, the maximum level of a spell cast this way cannot exceed one-quarter of the character's magus class level. For example, a 6<sup>th</sup> level magus can spontaneously cast spells of 1<sup>st</sup> level ( $6^{\text{th}} \text{ level magus} / 4 = 1.5$ , round down to 1). Cantrips count as  $\frac{1}{2}$  level spells for the purposes of this calculation.

The spell level of the spell that must be used to spontaneously cast a spell is equal to double the level of the theurgy spell being cast. Thus, a 1<sup>st</sup> level theurgy spell requires a 2<sup>nd</sup> level spell slot to be expended. As another example, a 4<sup>th</sup> level theurgy spell requires an 8<sup>th</sup> level spell slot to be expended. If the Spell Points variant is used, then the normal spell point cost of a spell that is double the level of the spontaneously cast spell must be paid. A spontaneously cast 1<sup>st</sup> level spell costs three spell points (like a 2<sup>nd</sup> level spell) and a spontaneously cast 4<sup>th</sup> level spell requires 15 spell points (just like an 8<sup>th</sup> level spell). The extra spell points spent to cast a spontaneous spell are effectively wasted. They cannot be used to apply metamagic feats or extra damage dice. The magus must use additional spell points if he wishes to increase the potency of a spontaneous spell in this way.

A theurgy spell allows saving throws and spell resistance as normal. The casting time for a spontaneous spell is one standard action or the duplicated spell's casting time, whichever is longer. If the magus spontaneously casts a spell that has an XP cost, he must pay that cost (normally in raw vis). Spontaneous spells require all of the same components (verbal, somatic, material, focus or XP) as normal.



Any magus that has prohibited schools cannot spontaneously cast spells from their prohibited schools. The DM retains the right to disapprove the casting of a theurgy spell.

The table below summarizes the mage's ability to spontaneously cast spells.

**Table: Theurgy Spells**

Level of Theurgy Spell	Minimum Magus Level to Cast	Spell Slot Required	Spell Point Cost
0 <sup>th</sup>	2	1 <sup>st</sup>	1
1 <sup>st</sup>	4	2 <sup>nd</sup>	3
2 <sup>nd</sup>	8	4 <sup>th</sup>	7
3 <sup>rd</sup>	12	6 <sup>th</sup>	11
4 <sup>th</sup>	16	8 <sup>th</sup>	15
5 <sup>th</sup>	20	10 <sup>th</sup>	19

**Bonus Feats:** At 5<sup>th</sup>, 10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> level, a magus gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Knowledge. The magus must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The magus is not limited to the categories of item creation feats, metamagic feats, or Spell Knowledge when choosing these feats (but may choose one of these feats, if desired).

**Magic Shield (Su):** At 6<sup>th</sup> level, the magus gains magic shield (or *parma magica* in Latin). This magic shield grants spell resistance equal to 10 + his magus class level. He may bestow spell resistance on a number of additional targets equal to his magus class level divided by five (drop fractions). For each additional creature so protected, reduce the spell resistance by 5 for all protected creatures. He must touch each target to start the protection and the protection lasts as long as at least one protected creature can see another protected creature. The magus may cancel the protection at will, at any distance.

The magic shield also protects its subjects from the negative effects of The Gift on social interactions. It does not negate the mage's own penalty, it just protects him from the penalties of other magi. If a non-magus is protected with the

magic shield, then the penalty is negated for that subject (allowing a magus to interact normally with him at no penalty).

### SCHOOL SPECIALIZATION

A school is one of eight groupings of spells, each defined by a common theme. If desired, a magus may specialize in one school of magic (see below). Specialization allows a magus to know extra spells from his chosen school, but he then never learns to cast spells from some other schools.

A specialist magus gains one new spell of the highest spell level that he can cast in his chosen school at every even-numbered magus level. He also gains a +2 bonus on Spellcraft checks to learn the spells of his chosen school. Furthermore, a specialist magus casts spells from his chosen school as a caster one level higher than his normal level. This does allow the caster to learn spells one level before he would normally be able to.

The magus must choose whether to specialize and, if he does so, choose his specialty at 1st level. At this time, he must also give up two other schools of magic (unless he chooses to specialize in divination; see below), which become his prohibited schools.

A magus can never give up divination to fulfill this requirement.

Spells of the prohibited school or schools are not available to the magus, and he can't even cast such spells from scrolls or fire them from wands. He may not change either his specialization or his prohibited schools later.

The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

Spells that do not fall into any of these schools are called universal spells.

*Abjuration:* Spells that protect, block, or banish. An abjuration specialist is called an abjurer.

*Conjuration:* Spells that bring creatures or materials to the caster. A conjuration specialist is called a conjurer.

*Divination:* Spells that reveal information. A divination specialist is called a diviner. Unlike the



other specialists, a diviner must give up only one other school.

*Enchantment:* Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.

*Evocation:* Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.

*Illusion:* Spells that alter perception or create false images. An illusion specialist is called an illusionist.

*Necromancy:* Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.

*Transmutation:* Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter.

*Universal:* Not a school, but a category for spells that all magi can learn. A magus cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

## DOMAINS

A magus not wishing to specialize in a school of magic may take the Magical Focus feat and choose a domain. A domain represents a minor concentration in a small set of arcane spells. The domain magus selects a specific arcane domain of spells, much like a cleric selects a pair of domains associated with his deity. A domain magus cannot also be a specialist magus; in exchange for the versatility given up by specializing in an entire school, the domain magus casts his small set of chosen spells with increased power, while still retaining the ability to learn and cast spells from all other schools.

A domain magus selects an arcane domain from those listed below. (At the game master's discretion, the player might create an alternatively themed domain instead.) Once selected, the domain may never be changed.

A domain magus automatically adds each new domain spell to his list of known spells as soon as he becomes able to cast it. These spells do not

count against the spells he gains at each magus level.

A domain magus casts spells from his chosen domain as a caster one level higher than his normal level. This increase in caster level does allow the magus to learn each spell one class level before he would normally be allowed to. This bonus applies only to the spells listed for the domain, not all spells of the school or subtype whose name matches the domain name.

Unlike a specialist magus, a domain magus need not select any prohibited schools or domains. All magus spells are available to him to learn.

The domains shown below are in keeping with the spirit of the original *Ars Magica* game.

## ANIMAL

### Creo Animal

0—summon insect (prestidigitation); 1st—summon nature's ally I; 2nd—summon nature's ally II, web; 3rd—summon nature's ally III; 4th—summon nature's ally IV; 5th—awaken, summon nature's ally V; 6th—summon nature's ally VI; 7th—summon nature's ally VII; 8th—summon nature's ally VIII; 9th—summon nature's ally IX.

### Intellego Animal

0—detect poison (animal-based); 1st—detect animals or plants (animals only), speak with animals; 2nd—status (animals only); 3rd—speak with dead (animals only); 4th—locate creature (animals only); 5th—commune with nature; 6th—(none); 7th—true seeing; 8th—discern location (animals only); 9th—foresight (subject must be an animal).

### Muto Animal

0—(none); 1st—magic fang; 2nd—bear's endurance, bull's strength, cat's grace, reduce animal; 3rd—gaseous form; 4th—polymorph; 5th—animal growth, baleful polymorph; 6th—bear's endurance (mass), bull's strength (mass), cat's grace (mass); 7th—(none); 8th—polymorph any object (from animal to anything); 9th—(none).

### Perdo Animal Maioris

0—inflict minor wounds; 1st—inflict light wounds; 2nd—inflict moderate wounds; 3rd—

inflict serious wounds; 4th—inflict critical wounds; 5th—inflict light wounds, mass; 6th—harm; 7th—inflict serious wounds, mass; 8th—inflict critical wounds, mass; 9th—implosion.

### **Perdo Animal Minoris**

0—inflict minor wounds; 1st—ray of enfeeblement; 2nd—touch of fatigue; 3rd—vampiric touch; 4th—contagion; 5th—ray of exhaustion; 6th—symbol of pain; 7th—waves of fatigue; 8th—horrid wilting; 9th—waves of exhaustion.

### **Rego Animal**

0—(none); 1st—calm animals, charm animals, hide from animals; 2nd—animal messenger, animal trance, hold animal; 3rd—dominate animal; 4th—charm monster; 5th—hold monster; 6th—antilife shell; 7th—creeping doom; 8th—charm monster (mass); 9th—.

## **AQUAM**

### **Creo Aquam**

0—acid splash, create water; 1st—(none); 2nd—acid arrow; 3rd—summon monster III (small elemental only); 4th—summon monster IV (ooze and water mephit only); 5th—summon monster V (medium water elemental only); 6th—acid fog, summon monster VI (large water elemental only); 7th—summon monster VII (huge water elemental only); 8th—summon monster VIII (greater water elemental only); 9th—summon monster IX (elder water elemental only).

### **Intellego Aquam**

0—detect poison; 1st—; 2nd—darkvision; 3rd—clairaudience/clairvoyance; 4th—scrying; 5th—commune with nature, telepathic bond (except it works through small bodies of water); 6th—water tell (as stone tell but with a body of water); 7th—scrying (greater); 8th—discern location (in relation to a body of water); 9th—(none).

### **Muto Aquam**

0—purify food and drink; 1st—transmute water to wine (like goodberry); 2nd—chill water, heat water (like chill metal and heat metal); 3rd—water breathing, water walk; 4th—transmute water to poison (like poison), wall of ice; 5th—transmute water to mud, transmute water to rock (like transmute rock to mud); 6th—freezing

sphere; 7th—transmute ice to metal (like transmute metal to wood); 8th—polymorph any object; 9th—(none).

### **Perdo Aquam**

0—prestidigitation; 1st—endure elements (keeps the rain off of you!); 2nd—resist energy (acid); 3rd—meld into water (like meld into stone), protection from energy (acid); 4th—evaporating grasp (as rusting grasp, but with water); 5th—passwater (as passwall); 6th—disintegrate (a volume of liquid); 7th—(none); 8th—horrid wilting; 9th—(none).

### **Rego Aquam**

0—mage hand; 1st—unseen servant; 2nd—resist energy (acid only); 3rd—protection from energy (acid only), summon monster III (small water elemental only); 4th—(none); 5th—summon monster V (medium water elemental only); 6th—control water, summon monster VI (large water elemental only); 7th—summon monster VII (huge water elemental only); 8th—summon monster VIII (greater water elemental only); 9th—summon monster IX (elder water elemental only).

## **AURAM**

### **Creo Auram Maioris**

0—(none); 1st—shocking grasp; 2nd—gust of wind; 3rd—call lightning, lightning bolt; 4th—lightning storm (as ice storm, but all damage is electricity); 5th—call lightning storm; 6th—acid fog, chain lightning; 7th—delayed blast ball lightning (as delayed blast fireball, but damage is electricity); 8th—whirlwind; 9th—storm of vengeance.

### **Creo Auram Minoris**

0—prestidigitation; 1st—feather fall, obscuring mist; 2nd—fog cloud; 3rd—sleet storm, fly; 4th—solid fog; 5th—overland flight; 6th—blade barrier; 7th—reverse gravity; 8th—whirlwind; 9th—storm of vengeance.

### **Intellego Auram**

0—detect poison (in air); 1st—(none); 2nd—darkvision, see invisibility, whispering wind; 3rd—clairaudience/clairvoyance; 4th—arcane eye, scrying; 5th—commune with nature; 6th—true seeing; 7th—scrying (greater); 8th—prying eyes (greater); 9th—(none).

## **Muto Auram**

0—(none); 1st—endure elements; 2nd—fog cloud; 3rd—stinking cloud; 4th—air walk; 5th—cloudkill, interposing hand; 6th—blade barrier, forceful hand; 7th—grasping hand, wind walk; 8th—clenched fist; 9th—crushing hand.

## **Perdo Auram**

0—(none); 1st—(none); 2nd—resist energy (electricity, sonic); 3rd—quench, protection from energy, stinking cloud; 4th—(none); 5th—summon monster V (medium vacuum quasi-elemental); 6th—summon monster VI (large vacuum quasi-elemental); 7th—control weather, summon monster VII (huge vacuum quasi-elemental); 8th—summon monster VIII (greater vacuum quasi-elemental); 9th—summon monster IX (elder vacuum quasi-elemental).

## **Rego Auram**

0—prestidigitation; 1st—(none); 2nd—resist energy (electricity, sonic), whispering wind; 3rd—fly, protection from energy (electricity, sonic), wind wall; 4th—resilient sphere; 5th—control winds, overland flight; 6th—(none); 7th—control weather, reverse gravity; 8th—whirlwind; 9th—(none).

## **CORPUS**

### **Creo Corpus**

0—cure minor wounds; 1st—cure light wounds; 2nd—cure moderate wounds; 3rd—cure serious wounds; 4th—cure critical wounds; 5th—cure light wounds, mass; 6th—heal; 7th—cure serious wounds, mass; 8th—cure critical wounds, mass; 9th—heal, mass.

### **Intellego Corpus**

0—detect poison; 1st—deathwatch; 2nd—status; 3rd—speak with dead; 4th—locate creature, scrying; 5th—(none); 6th—true seeing; 7th—scrying (greater); 8th—discern location; 9th—foresight.

### **Muto Corpus**

0—prestidigitation; 1st—enlarge person, reduce person; 2nd—bear's endurance, bull's strength, cat's grace; 3rd—gaseous form; 4th—polymorph; 5th—baleful polymorph; 6th—bear's endurance (mass), bull's strength (mass), cat's grace (mass),

flesh to stone; 7th—statue; 8th—polymorph any object; 9th—(none).

### **Perdo Corpus Maioris**

0—inflict minor wounds; 1st—inflict light wounds; 2nd—inflict moderate wounds; 3rd—inflict serious wounds; 4th—inflict critical wounds; 5th—inflict light wounds, mass; 6th—harm; 7th—inflict serious wounds, mass; 8th—inflict critical wounds, mass; 9th—implosion.

### **Perdo Corpus Minoris**

0—inflict minor wounds; 1st—ray of enfeeblement; 2nd—touch of fatigue; 3rd—vampiric touch; 4th—contagion; 5th—ray of exhaustion; 6th—symbol of pain; 7th—waves of fatigue; 8th—horrid wilting; 9th—waves of exhaustion.

### **Rego Corpus**

0—daze; 1st—feather fall; 2nd—levitate; 3rd—fly, hold person; 4th—(none); 5th—hold monster; 6th—repulsion; 7th—hold person mass; 8th—irresistable dance; 9th—hold monster, mass.

## **HERBAM**

### **Creo Herbam**

0—prestidigitation; 1st—goodberry, grease; 2nd—(none); 3rd—create food and water, plant growth, tiny hut; 4th—minor creation (plant objects only); 5th—awaken, wall of thorns; 6th—heroes' feast; 7th—summon monster VII (plant subtype only); 8th—summon monster VIII (plant subtype only); 9th—shambler.

### **Intellego Herbam**

0—detect poison (plant-based); 1st—detect animals or plants (plants only), detect secret doors, detect snares and pits; 2nd—locate object (plant objects only); 3rd—clairaudience/clairvoyance, speak with plants; 4th—locate creature (plant subtype); 5th—commune with nature; 6th—find the path; 7th—true seeing; 8th—discern location (plant objects only); 9th—(none).

### **Muto Herbam**

0—mending (plant objects only), purify food and drink; 1st—shillelagh; 2nd—wood shape; 3rd—shrink item (plant objects only), spike growth;



4th—(none); 5th—fabricate (plant material); 6th—fire seeds, ironwood, liveoak; 7th—changestaff; 8th—polymorph any object (from plant objects to anything else); 9th—(none).

### **Perdo Herbam**

0—prestidigitation; 1st—erase; 2nd—shatter (plant material); 3rd—diminish plants; 4th—rotting grasp (like rusting grasp, but for plant material); 5th—blight; 6th—disintegrate (plant objects only); 7th—finger of death (plant subtype); 8th—horrid wilting (against plants only); 9th—implosion (plant subtype).

### **Rego Herbam**

0—mage hand (plant objects); 1st—entangle, hold portal; 2nd—protection from arrows, warp wood; 3rd—snare; 4th—antiplant shell, command plants, secure shelter; 5th—telekinesis (plant objects only); 6th—repel wood; 7th—animate plants, reverse gravity (plant objects only); 8th—control plants; 9th—(none).

## **IGNEM**

### **Creo Ignem**

0—flare; 1st—burning hands; 2nd—scorching ray; 3rd—fireball; 4th—volcanic storm (as ice storm, but deals fire damage instead of cold damage); 5th—cone of fire (as cone of cold, but deals fire damage instead of cold damage); 6th—incinerate (as disintegrate, nonliving matter must be flammable, Reflex save); 7th—delayed blast fireball; 8th—incendiary cloud; 9th—meteor swarm.

### **Intellego Ignem**

0—know direction; 1st—(none); 2nd—darkvision, see invisibility; 3rd—clairaudience/clairvoyance; 4th—scrying; 5th—commune with nature, telepathic bond (except it works through fires on both ends); 6th—fire tell (as stone tell but with fire); 7th—scrying (greater); 8th—discern location (in relation to a fire); 9th—(none).

### **Muto Ignem**

0—light; 1st—endure elements; 2nd—hypnotic pattern, pyrotechnics; 3rd—daylight, searing light; 4th—rainbow pattern; 5th—flame strike; 6th—(none); 7th—prismatic spray; 8th—

scintillating pattern, prismatic wall; 9th—prismatic sphere.

### **Perdo Ignem**

0—ray of frost; 1st—chill touch; 2nd—chill metal (as 2nd-level druid spell); 3rd—frostball (as fireball, but deals cold damage), quench; 4th—ice storm; 5th—cone of cold; 6th—freezing sphere; 7th—delayed blast frostball (as delayed blast fireball, but deals cold damage instead of fire damage); 8th—polar ray; 9th—comet swarm (as meteor swarm, but deals cold damage instead of fire damage).

### **Rego Ignem**

0—prestidigitation; 1st—faerie fire; 2nd—flame blade, resist energy (fire); 3rd—protection from energy (fire), summon monster III (small fire elemental only), tiny hut; 4th—fire shield, fire trap; 5th—summon monster V (medium fire elemental only); 6th—control fire, summon monster VI (large fire elemental only); 7th—summon monster VII (huge fire elemental only); 8th—summon monster VIII (greater fire elemental only); 9th—summon monster IX (elder fire elemental only).

## **IMAGINEM**

### **Creo Imaginem**

0—ghost sound; 1st—silent image; 2nd—minor image, phantom trap; 3rd—major image; 4th—illusory wall; 5th—persistent image; 6th—permanent image, programmed image; 7th—simulacrum; 8th—(none); 9th—(none).

### **Intellego Imaginem**

0—detect magic; 1st—(none); 2nd—see invisibility; 3rd—clairaudience/clairvoyance, invisibility purge; 4th—arcane eye, scrying; 5th—prying eyes; 6th—true seeing; 7th—scrying (greater); 8th—prying eyes (greater); 9th—(none).

### **Muto Imaginem**

0—prestidigitation; 1st—disguise self; 2nd—blur; 3rd—illusory script, sculpt sound; 4th—hallucinatory terrain, phantasmal killer; 5th—false vision, mirage arcana, seeming; 6th—veil; 7th—(none); 8th—maze; 9th—weird.

## **Perdo Imaginem**

0—prestidigitation; 1st—(none); 2nd— invisibility, misdirection, silence; 3rd—dispel magic, invisibility sphere; 4th— invisibility (greater), zone of silence; 5th—false vision; 6th—mislead; 7th— invisibility (mass); 8th—screen; 9th—(none).

## **Rego Imaginem**

0—prestidigitation; 1st—color spray, ventriloquism; 2nd—hypnotic pattern, mirror image, whispering wind; 3rd—displacement, sculpt sound; 4th—rainbow pattern, shout; 5th—sending; 6th—(none); 7th—project image,; 8th—scintillating pattern, shout (greater); 9th—(none).

## **MENTEM**

### **Creo Mentem**

0—(none); 1st—cause fear; 2nd—hideous laughter; 3rd—heroism, rage; 4th—crushing despair, fear, phantasmal killer; 5th—dream, nightmare; 6th—heroism (greater); 7th—(none); 8th—(none); 9th—weird.

### **Intellego Mentem**

0—guidance; 1st—comprehend languages; 2nd—detect thoughts; 3rd—speak with dead, tongues; 4th—discern lies, locate creature; 5th—sending, telepathic bond; 6th—(none); 7th—(none); 8th—discern location; 9th—foresight.

### **Muto Mentem**

0—daze; 1st—charm person; 2nd—calm emotions; 3rd—suggestion; 4th—charm monster, modify memory; 5th—song of discord; 6th—suggestion (mass), symbol of persuasion; 7th—power word blind; 8th—charm monster (mass), demand, power word stun; 9th—(none).

### **Perdo Mentem**

0—daze; 1st—sleep; 2nd—touch of idiocy; 3rd—deep slumber; 4th—bestow curse, confusion; 5th—feblemind, mind fog; 6th—eyebite; 7th—insanity; 8th—mind blank, symbol of insanity; 9th—power word kill.

### **Rego Mentem**

0—daze; 1st—hypnotism; 2nd—enthrall; 3rd—suggestion; 4th—geas (lesser); 5th—dominate

person; 6th—geas/quest; 7th—symbol of stunning; 8th—antipathy, irresistible dance, sympathy; 9th—dominate monster.

## **TERRAM**

### **Creo Terram**

0—mending; 1st—crystal missile (piercing damage); 2nd—glitterdust, make whole; 3rd—tiny hut; 4th—secure shelter; 5th—major creation, wall of stone; 6th—blade barrier, wall of iron; 7th—forcecage, instant summons; 8th—(none); 9th—meteor swarm (all damage is bludgeoning).

### **Intellego Terram**

0—know direction; 1st—detect snares and pits, detect secret doors; 2nd—find traps, locate object; 3rd—clairaudience/clairvoyance; 4th—scrying; 5th—commune with nature; 6th—find the path, stone tell; 7th—scrying (greater); 8th—discern location; 9th—(none).

### **Muto Terram**

0—(none); 1st—magic stone,; 2nd—chill metal, heat metal, soften earth and stone; 3rd—keen edge; 4th—spike stones; 5th—fabricate, transmute mud to rock, transmute rock to mud; 6th—stone to flesh; 7th—transmute metal to wood; 8th—polymorph any object; 9th—(none).

### **Perdo Terram**

0—prestidigitation; 1st—pass without a trace; 2nd—shatter; 3rd—meld into stone; 4th—rusting grasp, shout; 5th—passwall; 6th—disintegrate; 7th—phase door; 8th—shout (greater); 9th—crushing hand.

### **Rego Terram**

0—mage hand, open/close; 1st—hold portal, unseen servant; 2nd—levitate; 3rd—(none); 4th—stone shape; 5th—telekinesis; 6th—animate objects, move earth; 7th—teleport object; 8th—earthquake, repel metal or stone; 9th—imprisonment.

## **VIM**

### **Creo Vim**

0—prestidigitation; 1st—magic aura, magic missile, magic weapon; 2nd—arcane lock, magic mouth; 3rd—magic weapon (greater), phantom

steed; 4th—(none); 5th—mage’s faithful hound, mage’s private sanctum; 6th—(none); 7th—mage’s magnificent mansion, mage’s sword; 8th—(none); 9th—(none).

### Intellego Vim

0—detect magic, read magic; 1st—identify; 2nd—see invisibility; 3rd—arcane sight; 4th—detect scrying; 5th—(none); 6th—analyze dweomer, legend lore; 7th—arcane sight (greater), vision; 8th—(none); 9th—(none).

### Muto Vim

0—(none); 1st—magic aura, metamagic I; 2nd—metamagic II; 3rd—metamagic III; 4th—metamagic IV; 5th—metamagic V; 6th—guards and wards, metamagic VI; 7th—metamagic VII; 8th—metamagic VIII; 9th—metamagic IX.

The metamagic spells give you a number of levels that you can apply to the spells that you cast later to use for metamagic feats. You need not have the feats. You must pay the additional spell point costs for the metamagic feats you apply.

### Perdo Vim Maioris

0—detect magic; 1st—shield; 2nd—obscure object; 3rd—dispel magic; 4th—globe of invulnerability (lesser); 5th—spell resistance; 6th—antimagic field, dispel magic (greater), globe of invulnerability; 7th—(none); 8th—protection from spells; 9th—mage’s disjunction.

### Perdo Vim Minoris

0—detect magic; 1st—shield; 2nd—remove paralysis; 3rd—invisibility purge, nondetection; 4th—remove curse, spell immunity; 5th—break enchantment, mage’s private sanctum; 6th—(none); 7th—sequester; 8th—spell immunity (greater); 9th—(none).

### Rego Vim

0—detect magic; 1st—protection from evil; 2nd—knock; 3rd—magic circle against evil; 4th—dimensional anchor, imbue with spell ability; 5th—dismissal, dispel evil; 6th—forbiddance; 7th—banishment, spell turning; 8th—dimensional lock; 9th—(none).

## MISCELLANEA

These domains do not fit into the classical Hermetic Technique and Form combinations.

### Creo Umbram

0—light; 1st—obscuring shadow (like obscuring mist except winds and fire are ineffective but light spells will cancel); 2nd—darkness; 3rd—deeper darkness; 4th—shadow conjuration; 5th—shadow evocation; 6th—shadow walk; 7th—shadow conjuration, greater; 8th—shadow evocation, greater; 9th—shades.

### Coniurationes

0—summon insect (prestidigitation); 1st—summon monster I; 2nd—summon monster II; 3rd—summon monster III; 4th—summon monster IV; 5th—summon monster V; 6th—summon monster VI; 7th—summon monster VII; 8th—summon monster VIII; 9th—summon monster IX.

## HOUSES

In the Mythic Europe setting, all characters that have levels in the magus class are members of the Order of Hermes. The Order is divided into twelve houses. Each magus character belongs to one of these houses. The choice of house is made during character generation and cannot be changed thereafter. Belonging to a house has benefits, and each house has certain signature traits its members possess.

**House Bjornaer** members have a particular affinity with animals, as each has the ability to take the shape of one at will, and to change back to human form similarly. As such, they receive the Heartbeast feat for free. They tend to be concerned with preserving the wilderness from the advance of civilization.

These magi can transform themselves into one type of animal as often as desired. This animal is called their Heartbeast. The animal must be tiny, small, medium, or large and must be of the “animal” type. When in animal form, the magus is actually that animal, so detection magic will only reveal the animal, not the magus (c.f., *true seeing* spell). This ability functions differently than the druid’s wild shape ability. It is not an alternate form. The text for the alternate form ability has been modified below as it applies to the ability of the magi of House Bjornaer:



A magus of House Bjornaer has the ability to assume one specified form. A *true seeing* spell or ability does not reveal the magus' human form. A magus using this ability does not revert to its human form when killed. Assuming the Heartbeast form results in the following changes to the magus:

- \* The magus becomes the type and subtype of the Heartbeast. It gains the size of its new form. If the new form has the aquatic subtype, the magus gains that subtype as well.

- \* The magus loses the natural weapons, natural armor, and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).

- \* The magus gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.

- \* The magus retains the special qualities of its original form. It does not gain any special qualities of its new form.

- \* The magus retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaze attacks). It does not gain the spell-like abilities or attacks of its new form. Apply any changed physical ability score modifiers in all appropriate areas with one exception: the magus retains the hit points of its human form despite any change to its Constitution.

- \* The magus gains the physical ability scores (Str, Dex, Con) of its new form. He retains the mental ability scores (Int, Wis, Cha) of his human form.

- \* The magus retains his hit points and save bonuses, although his save modifiers may change due to a change in ability scores.

- \* Except as described elsewhere, the magus retains all other game statistics of his original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.

- \* The magus retains any spellcasting ability he had in its original form, although he must be able to speak intelligibly to cast spells with verbal components and he must have humanlike hands to cast spells with somatic components.

- \* The magus is effectively camouflaged as a creature of his new form, and it gains a +10 bonus on Disguise checks if he uses this ability to create a disguise.

- \* Any gear worn or carried by the magus that can't be worn or carried in his new form instead falls to the ground in his space. If the magus changes size, any gear he wears or carries that can be worn or carried in his new form changes size to match the new size. (Nonhumanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and vice versa.) Gear returns to normal size if dropped.

- \* The magus can cast spells in the animal form only if the spell has no verbal or somatic components. The Silent Spell and Still Spell feats can be used to eliminate these components.

Magi of House Bjornaer are not able to summon a familiar. The reason for this is unknown.

**House Bonisagus** includes those descended from the inventor of Hermetic magic, Bonisagus, and from Trianoma, the politician who founded the Order. As a result, it has a great deal of prestige, and tends to split into theoreticians who study magic, and politicians who work to keep the Order together.

The magi of this house gain either Skill Focus (Spellcraft) or Skill Focus (Diplomacy). Magi of this house are either researchers or politicians.

**House Criamon** are mystics and philosophers, renowned for being almost totally incomprehensible and tattooing themselves with strange markings.

The magi of this house are quite eccentric and spend their time seeking the "Enigma" which other magi characterize as some sort of mystical experience. They gain The Enigma feat for free.

**House Flambeau** prefer direct solutions to problems, and usually advocate burning those dilemmas that arise. They do not, however, fight for combat's own sake; they merely see it as a good solution to most problems.

Magi of this house gain either Spell Focus (evocation) or Spell Focus (necromancy). Many magi of this house are evokers (specialist magi concentrating on the school of evocation).

**House Guernicus** (also known as House Quaesitor) are the judges of the Order. They investigate alleged breaches of the Code and take the evidence to Tribunals. If they find overwhelming evidence, however, they may impose summary justice and rely on the Tribunal to back them up. It usually does.

These magi gain the Renown feat from the Reputations section of the System Reference Document or Spell Focus (divination) due their reputation of being skilled at investigations, mediations, and legal matters.

**House Jerbiton** are closely associated with the mundane world, maintaining contacts with the nobility and patronizing the arts and mundane learning.

Concerned with all things worldly, the magi of this house gain the Gentle Gift feat or Skill Focus (in either Appraise, Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (any), Perform, or Sense Motive).

**House Mercere** are an oddity. Most members have no magical ability, and devote themselves to delivering messages to covenants. They are regarded as magi by the Code, however, and are accorded a strong degree of protection.

Spellcasting magi of this house gain either Spell Focus (conjunction) or Spell Focus (transmutation). The descendants of Mercere typically specialize in conjunction or transmutation. Un-Gifted characters of this house follow the normal rules for their character class.

**House Merinita** are concerned with the faeries, and are generally regarded as slightly less strange than the Criamon. All magi of this house receive the Faerie Magic feat for free.

These magi are fey-touched. Most have been affected by the magic of the fey, while some are descended from such creatures. Magi of this house gain the full benefits of both magic and faerie auras. Furthermore, a starting magus of this house takes one Spelltouched feat. It is assumed that the prerequisite for the feat occurred during the character's background. See the System Reference Document for information on these feats.

**House Tremere** are a very organized House, and they seek political power. They excel in the use of

certamen, a form of non-lethal magical duel, and base their hierarchy on it. They are in disgrace at the moment, as a substantial portion of the House were found to be vampires. All the vampiric magi were killed, but the stigma remains.

As masters of certamen, the magi of this house gain the Improved Initiative or Spell Penetration feat.

**House Tytalus** believe that the best way to learn is through conflict. Accordingly, they seek conflict in all things.

Supremely confident, the magi of this house start with 7 action points at 1<sup>st</sup> level (instead of 5) and gain 7 + ½ new character level action points each time they advance a level. See the Action Points section from the System Reference Document for more details.

**House Verditius** spend their time creating magical items, a task at which they are extremely skilled. Magi of this house get the Verditius Magic feat for free.

Magi of this house excel at the creation of magic items. If the magus is enchanting an item that he, himself, created with the appropriate Craft skill, the experience point cost to create that magic item is reduced by 40 XP times the number of skill ranks he has in that Craft skill. No experience point cost can be reduced below 40 XP (if the magic item's experience point cost is already 40 XP or less, this reduction cannot be applied). Remember that one pawn of vis is the equivalent to 40 XP in the Mythic Europe setting.

Magi of House Verditius can never take the Eschew Materials feat.

**House Ex Miscellanea** contains everyone else: wizards adopted into the Order from outside, and the followers of traditions that joined after the founding.

These magi hail from a variety of magical backgrounds. A magus of this house gains one of the following feats: Combat Casting, Enlarge Spell, Eschew Materials, Extend Spell, Improved Counterspell, Magical Aptitude, Silent Spell, Spell Focus (any), Spell Penetration, Still Spell or any magus feats listed in the Feats and Flaws section.



## FAMILIARS

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a magus. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar also grants special abilities to its master (a magus), as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

**Familiar Basics:** Use the basic statistics for a creature of the familiar's kind, but make the following changes:

*Hit Dice:* For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

*Hit Points:* The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

*Attacks:* Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons.

Damage equals that of a normal creature of the familiar's kind.

*Saving Throws:* For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

*Skills:* For each skill in which either the master or the familiar has ranks, use either the normal skill

ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

**Familiar Ability Descriptions:** All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

*Natural Armor Adj.:* The number noted here is an improvement to the familiar's existing natural armor bonus.

*Int:* The familiar's Intelligence score.

*Alertness (Ex):* While a familiar is within arm's reach, the master gains the Alertness feat.

*Improved Evasion (Ex):* When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

*Share Spells:* At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

*Empathic Link (Su):* The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.



Because of this empathic link, the master has the same connection to an item or place that his familiar does.

*Deliver Touch Spells (Su):* If the master is 3<sup>rd</sup> level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the “toucher.” The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

*Speak with Master (Ex):* If the master is 5<sup>th</sup> level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

*Speak with Animals of Its Kind (Ex):* If the master is 7<sup>th</sup> level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats

with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

*Spell Resistance (Ex):* If the master is 11<sup>th</sup> level or higher, a familiar gains spell resistance equal to the master’s level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar’s spell resistance.

*Magic Shield Extension (Ex):* If the master has the Magic Shield feat, he may extend his shield to his familiar without suffering the normal reduction in spell resistance. This familiar ability replaces Spell Resistance above.

*Scry on Familiar (Sp):* If the master is 13<sup>th</sup> level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

Master Class Level	Natural Armor Adj.	Int	Special
1 <sup>st</sup> –2 <sup>nd</sup>	+1	6	Alertness, improved evasion, share spells, empathic link
3 <sup>rd</sup> –4 <sup>th</sup>	+2	7	Deliver touch spells
5 <sup>th</sup> –6 <sup>th</sup>	+3	8	Speak with master
7 <sup>th</sup> –8 <sup>th</sup>	+4	9	Speak with animals of its kind
9 <sup>th</sup> –10 <sup>th</sup>	+5	10	—
11 <sup>th</sup> –12 <sup>th</sup>	+6	11	Spell resistance (or magic shield extension)
13 <sup>th</sup> –14 <sup>th</sup>	+7	12	Scry on familiar
15 <sup>th</sup> –16 <sup>th</sup>	+8	13	—
17 <sup>th</sup> –18 <sup>th</sup>	+9	14	—
19 <sup>th</sup> –20 <sup>th</sup>	+10	15	—

<b>Familiar</b>	<b>Special</b>
Bat	Master gains a +3 bonus on Listen checks
Cat	Master gains a +3 bonus on Move Silently checks
Hawk	Master gains a +3 bonus on Spot checks in bright light
Lizard	Master gains a +3 bonus on Climb checks
Owl	Master gains a +3 bonus on Spot checks in shadows
Rat	Master gains a +2 bonus on Fortitude saves
Raven <sup>1</sup>	Master gains a +3 bonus on Appraise checks
Snake <sup>2</sup>	Master gains a +3 bonus on Bluff checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves

<sup>1</sup> A raven familiar can speak one language of its master's choice as a supernatural ability.

<sup>2</sup> Tiny viper.

## ARCANE SPELLS AND ARMOR

Magi do not know how to wear armor effectively.

If desired, they can wear armor anyway (though they'll be clumsy in it), or they can gain training in the proper use of armor (with the various Armor Proficiency feats—light, medium, and heavy—and the Shield Proficiency feat), or they can multiclass to add a class that grants them armor proficiency. Even if a magus is wearing armor with which he or she is proficient, however, it might still interfere with spellcasting.

Armor restricts the complicated gestures that a magus must make while casting any spell that has a somatic component (most do). The armor and shield descriptions list the arcane spell failure chance for different armors and shields.

By contrast, bards not only know how to wear light armor effectively, but they can also ignore the arcane spell failure chance for such armor. A bard wearing armor heavier than light or using any type of shield incurs the normal arcane spell failure chance, even if he becomes proficient with that armor.

If a spell doesn't have a somatic component, an arcane spellcaster can cast it with no problem while wearing armor. Such spells can also be cast even if the caster's hands are bound or if he or she is grappling (although Concentration checks still apply normally). Also, the metamagic feat Still Spell allows a spellcaster to prepare or cast a spell at one spell level higher than normal without the somatic component. This also provides a way to cast a spell while wearing armor without risking arcane spell failure.

# Certamen

*The two mages stood at arm's length, eyes closed, focusing all their attention on each other. After a moment they nodded, then began to walk backward. Between them formed a barely visible shimmer, encompassing a spherical area between the two spellcasters.*

*When they were 100 yards distant from each other, they stopped, and the shimmering field halted its growth. The Tremere magus raised his right hand, the first two fingers upward. The Tylalus magus answered with a similar gesture. The two nodded, then each cast two spells.*

*"For Grimgroth's Gold Libram," said the Tremere magus to his opponent. "And for honor," replied the Tylalus magus. The two stepped into the shimmering arena.*

*The certamen had begun.*

Combats between spellcasters are legendary, often resulting in the destruction of castles, villages, and local terrain. In the case of large-scale battles, entire regions of land can be destroyed, resulting in barren locations. Fearing that such acts might turn the world to little more than a battered magical war zone (and not wishing talented mages to destroy themselves in pointless battles), the Order of Hermes developed a system of combative spellcasting that allowed rivals to test their strength against each other without causing mass destruction. This system eventually became known as certamen, and every magus in Mythic Europe knows how to invoke this rite.

While reckless or murderous mages prefer traditional (lethal) spellcasting to settle their differences, most civilized spellcasters enjoy the opportunity to prove their skill in certamen. It has become tradition that every tribunal has certamen, and most of any reasonable size schedule two or more, offering prizes for the victor, while others make wagers on the outcome.

Certamen normally has only two participants, although there have been times when three spellcasters have faced off simultaneously, or pairs of opponents engaged each other. The rules for certamen are the same, regardless of the number of participants.

## QUALIFICATIONS

In order to participate in certamen, a creature has to be able to cast arcane spells in the manner of a sorcerer or wizard. Spell-like or supernatural abilities do not involve the proper knowledge to initiate certamen, nor do magic items that grant magical abilities to nonspellcasters. Any attempt by an unqualified creature to be involved in the preparation of certamen (see below) causes the attempt to fail, and certamen is not begun. In Mythic Europe, only magi are capable of initiating certamen as it represents an invention of House Tremere. Neither adepts, bards, sorcerers, wizards, nor any other arcane spellcasting class can engage in certamen.

## DECLARING CERTAMEN

When one magus challenges another, the challenger may offer the option of certamen. Even if the challenger does not propose the option of having certamen, the defender can propose it; refusing this offer is tantamount to admitting that you wish to kill your rival.

## PREPARING CERTAMEN

Certamen requires preparation, which takes place in six steps.

**Attunement:** The participants must stand adjacent to each other and concentrate for 1 full round, attuning themselves to each other and magical forces. A person can only attune herself if she is doing so of her own free will (as opposed to being convinced by a charm person spell, for example).

**Define Size:** The duelists next determine the size and shape of the certamen arena. If they cannot agree on a size and shape, they make opposed ability checks (using the ability from which their bonus spells would be acquired), with the winner's choice being the one used.

The minimum size for certamen is a cube with sides equal to twice the sum of the arcane caster levels of all participants in feet (rounded down to the nearest 5 feet). The maximum size of a certamen arena is a cube with sides equal to five times the product of the arcane caster levels of all participants. For example, certamen between a 5<sup>th</sup>



level magus and a 4<sup>th</sup> level magus would have a minimum size equal to a cube 15 feet on a side ( $4 + 5, \times 2, = 18$ , rounded down to the nearest 5 feet is 15 feet), and a maximum size equal to a cube 100 feet on a side ( $4 \times 5, \times 5, = 100$ ). Only a character's highest caster level applies for this calculation. Most mages prefer larger arenas so as to allow them greater maneuverability.

The arena need not be cube-shaped, though the dimensions given above indicate the maximum volume of the area. Indeed, the certamen arena is often shaped to allow for odd terrain or to avoid or include certain obstacles. Once the size and shape is determined, the arena forms, requiring 1 round per participant.

An obvious visible shimmer in the air defines the edge of the arena. Animals and vermin shy away from the area. Such creatures within the arena must succeed at a Will saving throw (DC 15 +1 per participant) each round or be frightened. This condition fades when the creature leaves the arena.

**Define Preparation:** All participants must agree on the number of rounds each mage is allowed to cast spells before certamen begins. The standard is 1 to 3 rounds; longer preparations usually result in a stalemate because the participants are too well protected to harm each other. Quickened spells and extra spells from a haste partial action are allowed during this time, although it is considered rude to use them. If the combatants cannot agree, they make opposed ability checks (as above) to determine the amount of preparation time.

**Prepare for Dueling:** The participants space themselves equally around the perimeter of the arena and use the allotted preparation time to cast spells upon themselves. The only spells that can enter the arena from the outside in this manner are touch spells and spells that affect the caster; all others are suppressed as if within an antimagic field.

**Enter the Arena:** When the preparation time ends, all participants step into the arena at the same time. A participant that does not enter on time (for example, if he pauses to cast another spell, even a quickened spell) defaults on certamen.

**Begin Certamen:** Once all participants have entered the arena, begins. Roll initiative normally

(there is no surprise round), though neither combatant is considered flat-footed at the beginning of certamen.

## EFFECTS OF CERTAMEN

Certamen differs from normal combat in a number of ways.

**Limited Scope:** Spells cast during certamen do not leave the confines of the arena. A fireball cast at a magus standing near the arena's border does not extend into the area outside the arena. Monsters summoned within the arena cannot pass through its edge, rebuffed as if it were a magic circle of the appropriate type. This allows observers of certamen to watch in safety.

**Counterspell Action:** In addition to normal actions during their turns, each participant in certamen gets one counterspell action every round. This counterspell may be used at any point in the round and works as if the mage had readied a counterspell action against another caster.

For example, Quintus Nicodemus Dalmaliensis Ex Miscellanea is involved in certamen with Pyremius, a necromancer from Coeris. Pyremius has a higher initiative and goes first, casting a fireball at his foe. Quintus makes his Spellcraft check and uses his counterspell action to counterspell Pyremius' fireball with a fireball of his own. On Quintus' turn, he casts lightning bolt at Pyremius. The necromancer still has his free counterspell action (he hasn't used it this round), but he doesn't have lightning bolt or a dispel magic prepared, so he cannot counterspell the attack and is struck by the lightning bolt.

The mage can also use his normal standard action to ready another counterspell, possibly counterspelling two spells per round.

**Limited Items:** Because certamen is supposed to be a contest of spells between two mages, using magic items to directly attack an opponent violates the intent of certamen. Using an item in such a fashion disqualifies the mage from certamen. Using an item to summon a monster, create a wall of force, or other magic that does not directly attack an opponent (in short, anything that wouldn't end an invisibility spell) does not disqualify a participant.

**Subdual Damage:** Certamen is an entirely nonlethal combat. It is impossible to die in

certamen. Anything that causes hit points of damage instead causes subdual damage. Creatures that become unconscious from subdual damage are considered “killed” for the purpose of the rules of certamen.

**Ability Damage or Drain:** Ability damage can still occur in certamen, although a creature that is reduced to 0 Constitution (or that would die from hit points lost due to a reduction in Constitution) does not die. Instead, she remains at the minimum Constitution necessary to keep her alive, is unconscious, and is treated as “killed” for the purpose of certamen. Attacks in certamen that would cause ability drain instead cause ability damage.

**Half Damage:** All attacks that cause hit point damage, ability damage, or ability drain cause half the normal damage (and this damage is subdual damage, as described above). This applies to everything within the certamen, even attacks made by summoned creatures. This makes certamen less a contest of who can activate the most powerful spell first.

**Lethal Attacks:** Attacks that result in the defender being killed outright (such as disintegrate, finger of death, and power word, kill) instead inflict subdual damage equal to half of the defender’s maximum normal hit points.

**Certamen Arena Invulnerability:** No known magic can affect the existence of certamen arena. It can’t be dispelled or otherwise affected by the participants or observers.

## OUTSIDE INTERFERENCE

If a creature that isn’t one of the duelists enters the arena from the outside (whether by conventional movement or through extraplanar means such as entering via teleport), certamen immediately ends as if all participants had declared it a draw (see below). Likewise, if a weapon or an attack effect enters the arena, the attack fails and certamen immediately ends as if all participants had declared it a draw.

## ENDING CERTAMEN

When certamen ends, all participants recover all subdual damage and ability damage caused during certamen. Spells cast during certamen vanish as if dispelled, as do lingering effects of spells cast during certamen (such as disease or poison from spells or summoned monsters). The magic defining the arena ends. Spells that are suppressed by the area (such as noncaster-only and nontouch spells cast by the duelists before entering the arena) begin functioning normally.

Certamen can be terminated in several ways.

**Defeat of Opponents:** When only one person remains within the arena who is not “killed,” that person is the victor in certamen.

**Removing Opponents:** Any participant who leaves the arena is considered to be out of certamen. This includes intentionally moving out of the arena physically or being pushed by a creature or spell, but does not include using spells such as blink, dimension door, or teleport to move about within the area. If all but one participant leaves the arena, the one remaining is the victor.

**Disqualification:** A participant who is disqualified from certamen is treated as an outside influence on certamen (although he doesn’t end certamen automatically just by being in the arena). If he reenters the arena after leaving it, uses magic within the arena, or makes attacks against any other participant, certamen ends because of outside interference as described above.

**Time:** Certamen automatically ends after 1 hour. If one of the other victory conditions have been met by this point, certamen is declared a draw.

**Draw:** If all active (non-“killed”) participants verbally declare the duel to be a draw, the duel ends.

(From *Magic of Faerûn*, pp. 14-17)

# Skills

Ars Magica Ability equivalencies in D&D terms are given below. Generally speaking, the equivalent D&D ranks for an Ability in Ars Magica is that Ability's score, plus one, times two. So, an Ability of one converts to four skill ranks and an Ability of nine is 20 skill ranks.

## ARS MAGICA

## D&D

### General Abilities

(Area) Lore	Knowledge (area)
Animal Handling	Handle Animal
Athletics	Bal., Climb, Jump, Tum.
Awareness	Listen, Search, Spot
Bargain	Appraise
Brawl	Unarmed Attack Bonus
Carouse	Gather Information
Charm	Diplomacy
Chirurgy	Heal
Concentration	Concentration
Craft (Type)	Craft
Etiquette	Diplomacy
Folk Ken	Sense Motive
Guile	Bluff
Hunt	Survival
Intrigue	Diplomacy
Leadership	Intimidation, Diplomacy
Legerdemain	Sleight Of Hand
(Living Language)	Speak Language
Music	Perform
(Organization) Lore	Knowledge (org.)
Profession (Type)	Profession
Ride	Ride
Stealth	Hide, Move Silently
Survival	Survival
Swim	Swim
Teaching	Profession (teacher)

### Academic Abilities

Artes Liberales	Knowledge (liberal arts)
Civil and Canon Law	Knowledge (law)
Common Law	Knowledge (law)
(Dead Language)	Speak Language
Medicine	Knowledge (medicine)
Philosophiae	Knowledge (philosophy)
Theology	Knowledge (theology)

### Arcane Abilities

Code of Hermes	Knowledge (CoH)
Dominion Lore	Knowledge (Dominion)

Faerie Lore	Knowledge (faerie)
Finesse	Weapon Focus (ray)
Infernal Lore	Knowledge (infernal)
Magic Lore	Knowledge (magic)
Magic Theory	Spellcraft
Parma Magica	Magus special ability
Penetration	Spell Penetration feats

### Martial Abilities

Bows	(Bow) Attack Bonus
Great Weapon	(Weapon) Attack Bonus
Single Weapon	(Weapon) Attack Bonus
Thrown Weapon	(Weapon) Attack Bonus

### Supernatural Abilities

Animal Ken	Wild Empathy
Dowsing	<i>Locate object</i> spell
Enchanting Music	Bardic Music
Entrancement	<i>Suggestion</i> spell
Magic Sensitivity	<i>Detect magic</i> spell
Premonitions	<i>Augury</i> spell
Second Sight	<i>True seeing</i> spell
Sense Holiness	<i>Detect good</i> spell
Sense Unholiness	<i>Detect evil</i> spell
Shapeshifter	Wild Shape
Wilderness Sense	Survival

## KNOWLEDGE (INT) TRAINED ONLY

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: A character makes a Knowledge check to see if the character knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraising the value of an object is one sort of task that can be performed using Knowledge. The



DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or lower than its actual value. The GM may make the Knowledge roll for the character, so he or she doesn't know whether the appraisal is accurate or not.

The following thirteen Knowledge categories used in the Mythic Europe setting, and the topics each one encompasses, are as follows.

(Area): Legends, personalities, inhabitants, customs, traditions and history of a specified area. The player must choose an area for this skill.

Code of Hermes: Knowledge of the Code of Hermes, Peripheral Code, important precedents, Wizards' Marches, apprentice relations, Tribunal procedures.

Dominion: Miracles, legends of saints, relics, holy sites, angels, divine creatures.

Enigmatic Wisdom: dreams, riddles, mysteries, unexplained events, understanding of Wizard's Twilight. Only available to magi of House Criamon; no other types of characters may take ranks in this Knowledge.

Faerie: Faerie powers and weaknesses, faerie legends, fey sites, faerie creatures.

Infernal: Curses, demonology, infernal legends, the undead, unholy sites, devils.

Law: Civil, canon, and common law. Political and governmental institutions and processes.

Liberal Arts: Grammar, logic, rhetoric, arithmetic, geometry, astronomy, and music.

Magic: Magical creatures, magical areas, legends of wizards, traditions, mystical sites, artifacts.

Medicine: anatomy, the humors, knowledge of diseases, infirmities, insanity.

(Organization): Legends, history, structure, operation, and goals of a specified organization. The player must choose an organization for this skill.

Philosophy: Natural philosophy (science), moral philosophy (ethics, politics, and economics), and metaphysics (cosmology and ontology).

Theology: theory of the divine, canon knowledge, orthodox interpretations, heresies, religious history.

Try Again?: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

A character can take 10 when making a Knowledge check, but can't take 20.

A character with the Educated feat gets a +2 bonus on any two types of Knowledge checks.

Synergy: In Mythic Europe, having 5 or more ranks in a Knowledge skill provides the character with a +2 synergy bonus when making a related skill check.

If you have 5 or more ranks in Knowledge (area), you get a +2 bonus on Gather Information checks in that area.

If you have 5 or more ranks in Knowledge (Code of Hermes), you get a +2 bonus on Bluff, Diplomacy, or Intimidate checks when attempting to influence magi in matters relating to the Code of Hermes.

If you have 5 or more ranks in Knowledge (Dominion), you get a +2 bonus on all saving throws against effects originating from creatures of the evil subtype and/or undead type. This bonus stacks with the synergy bonus from Knowledge (infernal).

If you have 5 or more ranks in Knowledge (enigmatic wisdom) you get a +2 bonus on any check to interpret or understand a dream, riddle, mystery, or other strange occurrence.

If you have 5 or more ranks in Knowledge (faerie), you get a +2 bonus on all saving throws against effects originating from faerie creatures.

If you have 5 or more ranks in Knowledge (infernal), you get a +2 bonus on all saving throws against effects originating from creatures of the

evil subtype and/or undead type. This bonus stacks with the synergy bonus from Knowledge (Dominion).

If you have 5 or more ranks in Knowledge (law), you get a +2 bonus on Bluff, Diplomacy, and Intimidate checks when attempting to influence others in legal matters.

If you have 5 or more ranks in Knowledge (liberal arts), you get a +2 bonus on all Perform checks and all Profession (teacher) checks.

If you have 5 or more ranks in Knowledge (magic), you get a +2 bonus on Spellcraft checks and a +2 bonus on all saving throws against effects originating from creatures of the elemental or magical beast type.

If you have 5 or more ranks in Knowledge (medicine), you get a +2 bonus on Heal checks.

If you have 5 or more ranks in Knowledge (organization), you get a +2 bonus on Bluff, Diplomacy, or Intimidate checks when attempting to influence members of that organization in matters pertaining to that organization.

If you have 5 or more ranks in Knowledge (philosophy), you get a +2 bonus on all other Knowledge checks (not including this one).

If you have 5 or more ranks in Knowledge (theology), you get a +2 bonus on Bluff, Diplomacy, or Intimidate checks when attempting to influence clergy.

Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.

# Feats and Flaws

## Magus Feats

These feats can only be taken during character generation. Magi may take up to ten of these feats, and they may be balanced with up to ten Magus Flaws (found below).

### ADEPT LABORATORY STUDENT [MAGUS]

#### Prerequisite

The Gift magus special ability.

#### Benefit

You digest the instruction of others quite easily. You gain one additional research level per season when working from the lab texts of others.

### CYCLIC MAGIC (POSITIVE) [MAGUS]

#### Prerequisite

The Gift magus special ability.

#### Benefit

Your magic is attuned to some cycle of nature (solar, lunar, or seasonal, for example) and as such, is more potent at specific times. At those times, you gain one caster level for the purposes of determining spell effects (such as range, duration, etc.). You do not gain the ability to cast a higher level of spells. Furthermore, the caster level bonus cannot apply more than one-fourth of the time (i.e., it could be six hours out of every day, one week out of every month, or one season out of every year).

### DEIDNE MAGIC [MAGUS]

#### Prerequisite

The Gift magus special ability.

#### Benefit

Your magic lineage and traditions are from the druids and the vanquished former House of Deidne, making you especially skilled with theurgy spells. When you spontaneously cast a theurgy spell, you expend a spell slot that is one level lower than the normal spell slot required (minimum 1<sup>st</sup> level). If the Spell Points variant is being used, the spell point cost of that spell is two spell points less than normal (with a minimum of one spell point).

You must keep your lineage hidden from the Order, giving you the Dark Secret flaw. You do not

gain an additional feat for having this flaw (it is part of the Deidne Magic feat).

### ELEMENTAL MAGIC [MAGUS]

#### Prerequisite

The Gift magus special ability.

#### Benefit

You have been trained in the ability to manipulate raw elemental forms and view them as a connected whole rather than separate areas. Whenever you invent a spell with an energy designator (acid, cold, electricity, fire, or sonic), you automatically invent a second version of the same spell using another energy designator. This does not apply to spells that are taught to you.

### THE ENIGMA [MAGUS]

#### Prerequisite

The Gift magus special ability.

#### Benefit

You have been initiated into the Outer Mystery of The Enigma and thus are a member of House Criamon. You gain a new class skill called Knowledge (enigmatic wisdom) which aids in understanding dreams, riddles, and mysterious situations.

#### Special

Magi of House Criamon get this feat for free at 1<sup>st</sup> level.

### FAERIE MAGIC [MAGUS]

#### Prerequisite

The Gift magus special ability.

#### Benefit

You have been initiated into the Outer Mystery of Faerie Magic and thus are a member of House Merinita. You gain the full benefits of both magic and faerie auras. Furthermore, you immediately take one Spelltouched feat upon taking this feat. It is assumed that the prerequisite for the feat occurred during your initiation into House Merinita.

#### Special

Magi of House Merinita get this feat for free at 1<sup>st</sup> level.

### FLAWLESS MAGIC [MAGUS]

#### Prerequisite



The Gift magus special ability.

**Benefit**

You automatically master every spell you learn. When you apply a metamagic feat to a spell, reduce its spell point cost by one.

**Special**

This feat can only be taken if the Spell Points variant is used.

**FREE STUDY [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

You are better at figuring things out for yourself than you are at poring over books. Add an additional 250 XP when you spend a season studying from raw vis.

**Normal**

A magus gains 500 XP plus 100 XP times the magic aura bonus per season of studying vis as long as he uses at least a number of pawns of vis equal to his magus class level.

**GENTLE GIFT [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

Unlike other magi, whose magical nature disturbs normal people and animals, your Gift is subtle and quiet. You don't suffer the usual penalties for The Gift when interacting with people and animals.

**Normal**

Magi have trouble interacting with mundane society as others can sense their magical nature. Any use of a social skill, such as Diplomacy or Bluff, by which the magus is trying to make a creature react well, receives a -3 penalty, which stacks with other penalties.

**HARNESSED MAGIC [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

You have great control over your spells. You are able to cancel any of your spells simply by concentrating. All spells with a timed duration that you have cast are considered dismissible, even if the spell is not normally dismissible. You can also cancel the magic in magic items which you created. Once the magic in a magic item has been cancelled, you must recreate the magic item to reinvest it power. The act of cancelling your magic in this way is a standard action.

**Special**

The drawback to this feat is that when you die, all of your spells and magic items sputter out.

**HEARTBEAST [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

You have been initiated into the Outer Mystery of the Heartbeast, and thus are a member of House Bjornaer. You have the ability to assume the form of your Heartbeast, as often as desired. See the description of the magus class for more details.

**Special**

You may never summon a familiar. Magi of House Bjornaer get this feat for free at 1<sup>st</sup> level.

**INOFFENSIVE TO ANIMALS [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

Your Gift does not bother animals, although it still has the normal effects on people.

**Normal**

Animals react badly to people with The Gift. The reaction tends to be a combination of fear and hostility. Gifted characters cannot ride horses without magical aid, as the horse tries to throw them off as quickly as possible. Similarly, they can never train dogs to recognize them as friends.

**INVENTIVE GENIUS [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

Invention comes naturally to you. You add 500 gp times your magus class level to the base price of magic items you create in one season.

**Normal**

Normally, magi can create one magic item having a total base price of 1,000 gp times their magus class level per season.

**LIFE BOOST [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

You may exceed your normal pool of spell points, but at great personal risk. Doing so successfully requires a Concentration check (DC 20 + spell level). If you fail this check, you do not cast the spell and you take one point of nonlethal damage. Each time you successfully cast a spell for which

you do not have sufficient spell points you take nonlethal damage equal to double the level of the spell cast (or just the spell point cost of the spell if the Spell Points variant is being used). A desperate (or unwary) spellcaster can literally cast himself into unconsciousness in this manner.

**Normal**

A magus must have enough spell point to cast a spell.

**LIFE-LINKED THEURGY [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

You can do more with theurgy spells than most magi at the cost of your own life energy. You may spontaneously cast spells one level higher than the maximum normally allowed to a magus of your level. You must expend a spell slot of the maximum spell level you can cast and you take 2d6 points of nonlethal damage.

If the Spell Points variant is being used, when you cast a theurgy spell, you may duplicate a spell with a casting cost of up to four greater than the maximum spell point cost that you can cast spontaneously. For every two spell points you add, you take 1d6 points of nonlethal damage. For example, normally a 5<sup>th</sup> level magus can spontaneously cast spells of up to 1<sup>st</sup> level (spell point cost: 3), with this feat you can cast a spell having a spell point cost of seven (i.e., a 2<sup>nd</sup> level spell), but you will take 2d6 points of nonlethal damage.

**Normal**

Magi can spontaneously cast spells found on the magus spell list. The spell level of theurgy spells cannot exceed one-quarter of the character's magus class level.

**MAGICAL FOCUS [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

Choose one domain listed in the magus character class description. You gain all of the benefits of being a domain magus in that domain.

**Special**

This feat may not be taken by a specialist magus. This feat may be taken more than once. Each time it is taken, choose a different domain.

**MAGICAL MEMORY [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

Your memory has been developed to remember magical rather than mundane things. As long as you have had the opportunity to read a laboratory text in its entirety, you still gain the bonus research levels during spell invention even if you do not have the laboratory text available for that season.

**Normal**

If the magus has access to a laboratory text of a magus who successfully invented the same spell he wants to create, then the magus accumulates research levels at double the normal rate. Laboratory texts must be available during the entire season to gain the extra research levels from their use.

**MERCURIAN MAGIC [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

Your magical lineage and traditions are from the Roman priests of Mercury, which predate the Order of Hermes, making you especially skilled with incantations. You get a +3 bonus on all skill checks when casting an Incantation.

**METHOD CASTER [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

You are excellent at casting spells, as you have perfected a consistent and precise method for casting them. Reduce the spell point cost of your highest level spells by one (with a minimum cost of one). However, if you use a metamagic feat on a spell, you do not get this benefit.

**Special**

This feat may only be taken if the Spell Points variant is being used.

**PERSONAL VIS SOURCE [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

You have exclusive access to a supply of raw vis. The DM will determine the amount and rate that you receive it. The yield of your source does not normally change over the course of time.

**SECONDARY INSIGHT [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

Your method of magical study is especially versatile. You gain a 10% bonus on all earned experience.

**SIDE EFFECT [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

Your magic has some incidental feature that is generally useful, though occasionally annoying. This typically manifests itself as a +2 bonus to skill checks with one skill or a +2 bonus to one ability score. This feature lasts for one round per level of the spell cast. Examples include a commanding presence when casting that translates to a temporary +2 bonus to Charisma, or a calm state of mind derived from casting which allows a +2 bonus on Concentration rolls.

**SPECIAL CIRCUMSTANCES [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

You are able to perform magic better in certain uncommon situations (such as during a storm or while touching the target), gaining a bonus of one caster level for the purposes of determining level-dependent spell effects (like duration, range, etc.).

**Special**

This feat may be taken more than once and applied to a different circumstance. However, only one caster level may be gained by the magus regardless of how many special circumstances he qualifies for at a given moment.

**SPELL KNOWLEDGE [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

You learn two new magus spells of any level up to the maximum level you can cast. This feat does not grant any additional spell slots (or spell points if the Spell Points variant is used).

**Special**

This feat can be taken after character creation as well as during character creation. You can gain this feat multiple times.

**STUDY BONUS [MAGUS]**

**Prerequisite**

The Gift magus special ability, specialist magus.

**Benefit**

When given an opportunity to study magic from books or raw vis in the presence of an item or area strongly influenced by the forces of your specialty school, you gain an additional 250 XP per season of study. Some possible locations:

*Abjuration:* a fortress, a suit of magical armor, a heavily fortified chamber decorated with protective symbols.

*Conjuration:* a large manor, an artisan's district, a summoning chamber with circles of power etched into the floor.

*Divination:* a library, a university, a room filled with astrology charts and divinatory tools.

*Enchantment:* a lord's court, a pleasant salon with attendants and narcotics available, a locale with a marvelous, awe-inspiring vista.

*Evocation:* a volcano, a large waterfall, a large chamber in which a roaring fire is maintained along with other examples of the raw elements.

*Illusion:* a theater, a faerie glen, a suite filled with works of art and beauty.

*Necromancy:* a graveyard, a famous battlefield, a torture chamber, or dungeon.

*Transmutation:* a butterfly hatchery, a small zoo containing shapeshifting creatures, an alchemist's laboratory.

**VERDITIUS MAGIC [MAGUS]**

**Prerequisite**

The Gift magus special ability.

**Benefit**

You have been initiated into the Outer Mystery of Verditius Magic and thus are a member of House Verditius. Magi of this house excel at the creation of magic items. If you are enchanting an item that you created with the appropriate Craft skill, the experience point cost to create that magic item is reduced by 40 XP times the number of skill ranks you have in that Craft skill. No experience point cost can be reduced below 40 XP (if the magic item's experience point cost is already 40 XP or less, this reduction cannot be applied). Remember that one pawn of vis is the equivalent to 40 XP in the Mythic Europe setting.

**Special**

Magi of House Verditius get this feat for free at 1<sup>st</sup> level.

**SIMULATING OTHER HERMETIC VIRTUES**

Other Hermetic Virtues may be simulated in D&D as well.

**Affinity with (Art)** – make your magus a specialist in a school of magic.



**Cautious Sorcerer** – use the Combat Casting feat.  
**Deft Form** – use the Silent Spell and Still Spell feats.  
**Enduring Magic** – use the Extend Spell feat.  
**Fast Caster** – use the Improved Initiative feat.  
**Flexible Formulaic Magic** – use the Extend Spell, Enduring Spell, and Widen Spell feats.  
**Hermetic Prestige** – use the Renown feat found in the Reputation section of the SRD.  
**Mastered Spells** – spell mastery is sufficiently simulated through the use of metamagic feats,  
**Mythic Blood** – use the rules for Bloodline found in the SRD.  
**Puissant (Art)** – use the Spell Focus feat.  
**Quiet Magic** – use the Silent Spell feat.  
**Skilled Parens** – use the Spell Knowledge feat.  
**Subtle Magic** – use the Still Spell feat.

## Magus Flaws

These flaws can only be taken during character generation.

### BLATANT GIFT [MAGUS]

#### Prerequisite

The Gift magus special ability.

#### Effect

People immediately realize that there is something strange about you, even if they do not know you are a magus. You suffer an additional -3 penalty (for a total of -6) when you use a social skill to try to make a creature react well.

#### Normal

Magi have trouble interacting with mundane society as others can sense their magical nature. Any use of a social skill, such as Diplomacy or Bluff, by which the magus is trying to make a creature react well, receives a -3 penalty, which stacks with other penalties.

### CARELESS SORCERER [MAGUS]

#### Prerequisite

The Gift magus special ability.

#### Effect

You get a -5 on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

### CHAOTIC MAGIC [MAGUS]

#### Prerequisite

The Gift magus special ability, the ability to cast one theurgy spell.

#### Effect

Your magic is very wild. Every time you cast a theurgy spell, there is a 1 in 10 chance that its effects are beyond your control – the DM decides the results. Dungeon Masters are encouraged to be diabolical when adjudicating the effects of magic gone wild.

### CREATIVE BLOCK [MAGUS]

#### Prerequisite

The Gift magus special ability.

#### Effect

You have problems creating new things in the lab. You subtract 250 gp times your magus class level to the base price of magic items you create in one season. You also earn one less research level per season when inventing spells.

#### Normal

Normally, magi can create one magic item having a total base price of 1,000 gp times their magus class level per season.

### CYCLIC MAGIC (NEGATIVE) [MAGUS]

#### Prerequisite

The Gift magus special ability.

#### Effect

Your magic is attuned to some cycle of nature (solar, lunar, or seasonal, for example) and as such, is less potent at specific times. At those times, you lose one caster level for the purposes of determining spell effects (such as range, duration, etc.). You do not lose the ability to cast your highest level of spells. Furthermore, the caster level penalty applies one-fourth of the time (i.e., it could be six hours out of every day, one week out of every month, or one season out of every year).

### DEFICIENT SCHOOL [MAGUS]

#### Prerequisite

The Gift magus special ability.

#### Effect

Choose a school of magic. Specialist magi may not choose a prohibited school. You must apply a -4 penalty on Spellcraft checks to learn the spells of your chosen school. Furthermore, the magus operates as a spellcaster of half his normal caster level in that school. This means you could possibly lose access to the highest levels of spell in that school, even if your magus level allows you to cast spells of those levels. For example, a magus has this feat for the enchantment school. At 10<sup>th</sup> level, a magus normally gains access to 5<sup>th</sup> level spells. However, this magus will not gain access to 5<sup>th</sup> level enchantment spells because his magus

level is considered to be 5<sup>th</sup> for the purpose of enchantment spells. He will be limited to 3<sup>rd</sup> level spells in the enchantment school. The magus also has the flaw *Weak Theurgy* for spells of that school only and does not receive a bonus feat for having this flaw.

### **DELETERIOUS CIRCUMSTANCES [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

All variable, numeric effects of your spells are halved under certain uncommon circumstances. This can be your state, such as sitting or wet, the target of magic, such as wild animals or iron, or the place where you are casting the magic, such as a city or high up a mountain.

### **DIFFICULT LONGEVITY RITUAL [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Something in your magical nature makes it difficult for *potions of longevity* (or any other longevity ritual) to preserve your youth. You only gain 1d6 years of preservation per potion and the cumulative chance such potion will cease to have an effect on you is equal to 2% and rises by 2% each time.

### **DIFFICULT THEURGY [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

The maximum level of the theurgy spells you cast is reduced by two. For example, normally a 16<sup>th</sup> level magus can spontaneously cast 4<sup>th</sup> level theurgy spells. You can only cast 2<sup>nd</sup> level theurgy spells. Cantrips count as 0<sup>th</sup> level spells for the purposes of this calculation. Negative levels indicate that you cannot cast theurgy spells (even cantrips). Also, you must expend a spell slot that is one level higher than that normally required. If the Spell Points variant is being used, the spell point costs for your theurgy spells is two higher than normal.

#### **Normal**

The maximum level of a theurgy spell cannot exceed one-quarter of the character's magus class level (round down).

#### **Special**

If you take this feat along with *Weak Theurgy*, the maximum spell level of your theurgy spells is

equal to one-tenth of your magus class level, minus two. This means that at 20<sup>th</sup> level, the calculation yields a spell level of 0. Essentially, this means you cannot cast theurgy spells.

### **DISJOINTED MAGIC [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

You gain one less research level per season when inventing spells.

### **DISORIENTING MAGIC [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

After casting a spell, you are dazed for one round.

### **FLAWED MAGIC SHIELD [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Choose one school of magic from among the following: conjuration, enchantment, evocation, necromancy, or transmutation. Your magic shield is defective and provides no spell resistance against the chosen school.

#### **Special**

You may take this flaw multiple times. Each time, choose a new school of magic.

### **HEDGE WIZARD [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Because of your esoteric magic, other magi distrust you, and more importantly, grant you no respect. You have a -3 penalty on Bluff and Diplomacy checks when trying to influence other magi to react positively to you. You also start with a Reputation of -3 within the Order of Hermes.

### **INFAMOUS MASTER [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Your master was a diabolist, bumbler, fool, widely despised, or held in contempt for some other reason. Most magi expect little better from you. Even if you've done nothing wrong, you are treated as though you don't deserve to be a member of the Order. You have a -3 penalty on

Bluff and Diplomacy checks when trying to influence other magi to react positively to you. You also start with a Reputation of -3 of the appropriate type within the Order of Hermes.

### **LIMITED MAGIC SHIELD [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Apply a -5 penalty to the spell resistance provided by your magic shield.

#### **Special**

A magus of 6<sup>th</sup> level or greater has a magic shield that provides spell resistance equal to 10 + the character's magus class level.

### **LOOSE MAGIC [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

You must add an additional two spell points to a spell's cost whenever you apply a metamagic feat. This is in addition to the extra spell points you must spend to apply that feat.

#### **Special**

This flaw can only be taken if the Spell Points variant is used.

### **MAGIC ADDICTION [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

You crave the rush of casting and holding power over magic. Whenever you cast a spell, you have a difficult time stopping yourself from casting again and again until you drop from exhaustion. Whenever you cast a spell, make a Will save with a DC of 5 + the spell's level. If you fail, you must cast a spell during the next round. You must roll again to control your addiction, but you get a bonus of +2 to the roll for every spell you cast after the first.

### **NECESSARY CONDITION [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

In order for your magic to work, you must perform a specific action while casting any spell. This should be something simple, such as singing or spinning around three times. If you cannot perform the action, you cannot cast spells at all. This may make some metamagic feats unusable like Silent Spell or Still Spell.

### **OFFENSIVE TO ANIMALS [GENERAL]**

#### **Prerequisite**

None.

#### **Effect**

Animals react to you as if you had The Gift, although people do not.

#### **Special**

Characters with The Gift may take this flaw if they have the Gentle Gift, in which case only humans react to them as if they didn't have The Gift.

### **PAINFUL MAGIC [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Casting spells causes you to suffer pain. When you cast a spell, you take nonlethal damage equal to the level of the spell you just cast.

#### **Special**

This nonlethal damage heals at a rate of 1 hit point per hour per character level regardless of any "house rule" changes to the healing rate that may apply in your campaign.

### **POOR SPELLCASTING [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Increase the spell point cost of all spells you cast by one. Remember that normally a spellcaster can only use up to his caster level in spell points for a single spell. This additional cost does not apply to spells you cast spontaneously.

### **PROHIBITED SCHOOL [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Choose a school that is not already a prohibited school to you. This school becomes a prohibited school. A generalist magus taking this flaw does not gain the benefits of being a specialist. A specialist magus taking this flaw is simply adding another prohibited school.

#### **Special**

Prohibited School counts as two flaws.

### **RESTRICTION [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**



You cannot cast spells at all under certain rare conditions. This can be your state, such as sitting in a chair made of black oak or while doused in wine, the target of magic, such as black bears or silk, or the place where you are casting the magic, such as in a place where bread is baking or high up in a tower that is over 100' tall.

### **RIGID MAGIC [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

You cannot use vis when you cast spells. Thus, you cannot increase your caster level and save DC for spells or cast incantations. You can use vis for magic item construction and for study.

#### **Normal**

If vis is used in spellcasting, each pawn adds +1 caster level and +1 to the save DC for the spell. The maximum number of pawns that a character can use is equal to her normal caster level.

### **SHORT-LIVED MAGIC [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Your spells do not last as long as they should. Halve the duration of all spells you cast that have a timed duration.

### **SHORT-RANGED MAGIC [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Your spells do not go as far as they should. Halve the range of all spells you cast that have a range distance given.

### **SLOW CASTER [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Your spells take more time to cast than those of other magi. Spells taking a standard action to cast take you a full round. Spells taking a swift action to cast take you one standard action. Spells only requiring a free action take you one swift action to cast. Full round spells take you two full rounds. Spells having a normal casting time greater than one full round are not affected since all magi must cast these spells slowly.

### **STUDY REQUIREMENT [MAGUS]**

#### **Prerequisite**

The Gift magus special ability, specialist magus.

#### **Benefit**

You are unable to study magic from books or vis alone. You must study in the presence of an item or area strongly influenced by the forces of your specialty school. Some possible locations:

*Abjuration:* a fortress, a suit of magical armor, a heavily fortified chamber decorated with protective symbols.

*Conjuration:* a large manor, an artisan's district, a summoning chamber with circles of power etched into the floor.

*Divination:* a library, a university, a room filled with astrology charts and divinatory tools.

*Enchantment:* a lord's court, a pleasant salon with attendants and narcotics available, a locale with a marvelous, awe-inspiring vista.

*Evocation:* a volcano, a large waterfall, a large chamber in which a roaring fire is maintained along with other examples of the raw elements.

*Illusion:* a theater, a faerie glen, a suite filled with works of art and beauty.

*Necromancy:* a graveyard, a famous battlefield, a torture chamber, or dungeon.

*Transmutation:* a butterfly hatchery, a small zoo containing shapeshifting creatures, an alchemist's laboratory.

#### **Special**

You may take both the Study Bonus feat and the Study Requirement flaw. The two are not incompatible.

### **SUSCEPTIBILITY TO DIVINE POWER [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

You are especially sensitive to the Dominion and suffer twice the normal penalties to your magic when in a divine aura.

### **SUSCEPTIBILITY TO FAERIE POWER [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

You are especially sensitive to the fey and their magic. Your magic shield (and any other spell resistance you receive) is halved against the magic and effects of the faerie realm. Furthermore, when you enter a faerie area you must make a Fortitude save at a DC of 10 + the strength of the faerie aura or become dazed. If you become

dazed, you may make another Fortitude save every minute. Once you come out of your stupor, you function normally unless enter an area with a stronger aura.

### **SUSCEPTIBILITY TO INFERNAL POWER [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

You are especially sensitive to the infernal powers and their magic. Your magic shield (and any other spell resistance you receive) is halved against the magic and effects of the infernal realm. Furthermore, when you enter an infernal area you must make a Fortitude save at a DC of 10 + the strength of the infernal aura or become nauseated. If you become nauseated, you may make another Fortitude save every minute. Once you overcome your nausea, you function normally unless enter an area with a stronger aura.

### **TWILIGHT PRONE [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

You get a +4 on Twilight checks. This makes it more likely that you will enter Twilight, but this does not help you to comprehend it, so don't apply this bonus to the check to control it.

### **UNIMAGINATIVE LEARNER [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Benefit**

You have trouble figuring things out for yourself. Subtract 500 XP from the experience points you earn in a season from studying raw vis.

#### **Normal**

A magus gains 1,000 experience points when spending a season studying from raw vis. A magus must use a number of pawns of raw vis equal to his magus class level to gain this experience.

### **UNPREDICTABLE MAGIC [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

You must make a Concentration skill check every time you cast a spell. The DC of this check is 10 + the spell's level. If another circumstance causes

you to make a Concentration check, you must make that one normally. If you fail to cast the spell, you still expend the spell points.

### **UNSTRUCTURED CASTER [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

You have never quite mastered the intricacies of spellcasting, and are unable to cast spells without preparing them first. The magus must spend one hour per day reviewing the laboratory texts he kept while inventing his spells and/or the notes he took while being taught spells (i.e., his "spellbooks"). If he does not have access to this written material for a particular spell, he cannot use that spell until he has reviewed his texts. If he does not have the opportunity to study from his spellbooks each day, he cannot use spells that day. However, he may use the *read magic* spell and all theurgy spells without consulting his texts.

#### **Special**

Consult the rules on spell preparation for more detail. Use the rules on spellbooks to determine how many spells a book can hold.

### **WARPED MAGIC [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Your magic has some incidental feature that is annoying. This typically manifests itself as a -4 penalty to all skill checks or a -4 penalty to one ability score. This feature lasts for one round per level of the spell cast. Examples include a weakness when casting that translates to a temporary -4 penalty to Strength, or a befuddled state of mind derived from casting which grants a -4 penalty on skill checks.

### **WASTER OF VIS [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

When you use raw vis you waste one quarter (round up) of the pawns you apply. The lost raw vis does not apply to the magical effect being enacted but does count toward your limit in using vis (typically your caster level). You must use a third again as much raw vis as you need. For example, if you would normally use 12 pawns, you need 16, because 4 pawns of this 16 would be

wasted. If you need 10 pawns, you must use 14, since 4 are wasted ( $14 / 4 = 3.5$ , rounded up to 4).

### **WEAK ENCHANTER [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

You have problems creating new things in the lab. You subtract 500 gp times your magus class level to the base price of magic items you create in one season.

#### **Normal**

Normally, magi can create one magic item having a total base price of 1,000 gp times their magus class level per season.

### **WEAK MAGIC [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Your magic is particularly bad at penetrating spell resistance. You must use half your caster level when making caster level checks to overcome spell resistance.

### **WEAK MAGIC RESISTANCE [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Your spell resistance is halved under uncommon circumstances which your opponent could use against you if known, such as when you are wet or facing away from the caster of the spell.

### **WEAK PARENS [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

You only receive half the normal number of spells other beginning magi get in your campaign. Halve the number of spells per spell level, rounding down.

### **WEAK SCHOLAR [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

You don't understand what others teach you very well. You must subtract two from the number of research levels you gain per season when working from a laboratory text. This could result in you

making absolutely no progress (a negative number of research levels becomes zero).

### **WEAK THEURGY [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

The maximum level of the theurgy spells you cast cannot exceed one-tenth of the your magus class level (drop fractions). For example, if you are a 10<sup>th</sup> level magus you can spontaneously cast spells of 1<sup>st</sup> level. Cantrips count as  $\frac{1}{2}$  level spells for the purposes of this calculation. The spell slots that must be expended or spell point costs remain the same for your theurgy spells.

#### **Normal**

The maximum level of a theurgy spell cannot exceed one-quarter of the character's magus class level (round down).

#### **Special**

If you take this feat along with Difficult Theurgy, the maximum spell level of your theurgy spells is equal to one-tenth of your magus class level, minus two. This means that at 20<sup>th</sup> level, the calculation yields a spell level of 0. Essentially, this means you cannot cast theurgy spells.

### **WEIRD MAGIC [MAGUS]**

#### **Prerequisite**

The Gift magus special ability.

#### **Effect**

Your magic is very weird. Every time you cast a spell, there is a 1 in 10 chance that it produces some strange or bizarre effect, possibly in addition to its normal effect. Dungeon Masters are encouraged to be creative when adjudicating the effects of weird magic.

### **SIMULATING OTHER HERMETIC FLAWS**

Other Hermetic Flaws may be simulated in D&D as well.

**Clumsy Magic** – use the Shaky flaw.

**Incompatible Arts** – use the Prohibited School.

## **General Feats**

Although these feats are found on the expert bonus feat list, they may be taken by any character that qualifies for them.

### **CRAFTSMAN [GENERAL]**

You have a knack for creating things.

**Benefit:** Pick two Craft skills such as Craft



(Armorsmithing) and Craft (Weaponsmithing). You get a +2 bonus on all checks with those skills.  
**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to two new Craft skills.

### **DEDICATED [GENERAL]**

You know how to get the job done.  
**Benefit:** You get a +2 bonus on all Concentration checks and Profession checks.

### **EDUCATED [GENERAL]**

You are especially skilled at certain fields of study.  
**Benefit:** Pick two Knowledge skills such as Knowledge (liberal arts) and Knowledge (medicine). You get a +2 bonus on all checks with those skills. You cannot choose Knowledge (enigmatic wisdom).  
**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to two new Knowledge skills. Knowledge

(enigmatic wisdom) cannot be chosen.

### **LINGUIST [GENERAL]**

**Benefit:** You gain three additional languages. If you are literate, you can read and write them as well.  
**Special:** This feat is essentially Skill Focus for the Speak Language skill. You can gain this feat multiple times. Each time you take this feat, choose three new languages.

### **TALENTED [GENERAL]**

You have a talent for performance.  
**Benefit:** Pick two Perform skills such as Perform (Comedy) and Perform (Oratory). You get a +2 bonus on all checks with those skills.  
**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to two new Perform skills.

# Magic Items

## Raw Vis for Magic Items

Instead of using an XP component for spells and XP for the creation of magic items, one campaign option is to replace all XP costs with *external power* (also known as 'XP'). Only the most powerful spells require external power. Magic items always require external power for their creation. External power can come in many forms. The body parts of certain creatures, magical substances, alchemical processes, eldritch power sources, and other materials or energies can be used as external power.

The basic unit for external power is a pawn of vis, a unit of magical power equal to 40 XP. One pawn of vis provides enough magical power for a magical item having a base price of 1,000 gp. In contrast, casting a *wish* spell requires 125 pawns of vis. Thus, one pawn of vis is exactly equivalent to 40 XP for the purposes of casting spells and creating magic items. (And don't worry, magi can't cast the *wish* spell anyway.)

DM's should determine appropriate sources of external power for his or her campaign. Some possible sources are listed below, with campaign guidelines.

### CREATURES

Dragons, elementals, fey, magical beasts, outsiders, undead, and other highly magical creatures are all suitable sources of external power. A suitable dead creature can provide up to one pawn of vis per Hit Die. However, the creature need not be killed to harvest the external power. A living creature can provide up to one pawn of vis per Hit Die per season (three months) without harm to the creature. For example, an astral deva may reward a faithful magus by giving her one of his wing feathers (worth three pawns of vis). Or perhaps a wizard has worked out a deal with a great wyrm red dragon who provides ten pawns of vis worth of material every season. Making such deals should always be extremely difficult (requiring a commensurate sacrifice from the recipient of the external power) and creatures will never willingly give enough external power to harm themselves, no matter what the agreement. Ultimately, it is up to the DM to determine how

many pawns of vis are available from each type of creature and what form this external power takes. The forms should make sense for the creature in question. Vampire fangs and vampire blood are more likely sources of external power than vampire toes, for instance.

The DM may require a Knowledge check at a DC equal to 10 plus the creature's Hit Dice to determine if the character knows how to properly extract a creature's external power. The specific Knowledge skill is based on the creature type: Knowledge (magic) for dragons, elementals, and magical beasts, Knowledge (faerie) for fey, Knowledge (infernal) for undead and evil outsiders, and Knowledge (Dominion) for good outsiders. A character can take 10 on this roll, but cannot take 20.

### MAGICAL SUBSTANCES

If external power in animal form comes from creatures, magical substances normally take a plant or mineral form. Once again, the DM should determine the exact form and amount of external power for any magical substances included in the campaign. Since one pawn of vis is equal to 40 XP, magical substances should be as difficult to harvest or gather as the amount of external power would suggest. For example, if the DM has determined that a certain magical metal known as "xenium" exists in his campaign and one pound of it contains two pawns of vis, then gaining ten pounds of xenium (20 pawns of vis) should be just as dangerous or difficult as an encounter where the PC's would gain 800 XP. For a low level party, this could be a very difficult proposition, for a higher level party, a much easier one.

Knowing how to harvest, mine, or otherwise collect a magical substance is based on its rarity. Common substances should be the least powerful, and vice versa. The Knowledge (magic) check has a DC of 15 for common magical substances, 20 for uncommon magical substances, and 30 for rare magical substances. A good rule of thumb is that a character can find one pawn of vis per site for a common magical, two pawns of vis per site for uncommon magical substances, and five pawns of vis per site for rare magical substances. It takes 1d4+1 days to locate a site containing a magical substance, minus one day for every 5 points by

which the Knowledge (magic) check exceeds the DC (minimum of one day). For example, if a character is searching for a common magical substance and the Knowledge (magic) skill check results in a 26, then it will take that character 1d4-1 days to find the substance (normally 1d4+1 days with -2 days for exceeding the DC of 15 by 11).

### **ALCHEMICAL PROCESSES**

If the DM allows, external power may be drawn from the environment and infused into a vessel through some sort of process. The nature of the process itself is unimportant from a rules standpoint, but should be described for roleplaying purposes. The most efficient process would allow a character to generate a maximum of five pawns of vis per day at a cost of 500 gp. The basic ratio is one pawn of vis costs 100 gp. Less efficient processes should certainly be available in the campaign, but more efficient processes should not. Regardless of the amount of external power infused, the process takes one whole day. The end product of a process is some material component infused with external power. For example, a small gemstone might be infused with five pawns of vis. The cost of the vessel holding the external power has nothing to do with the cost of the infusion. It will cost 500 gp to infuse five pawns of vis into a diamond and the same amount to infuse five pawns of vis into a copper coin.

### **POWER SOURCES**

Power sources are defined by how much external power they give over what time interval. One power source may generate 1 pawn of vis per season while another, extremely powerful source, may create 25 pawns of vis per season. The exact nature of the power source will, of course, be determined by the DM. Magical springs, mana generators, sorcerous windmills, magical creature farms, and photosynthetic powerstones could all be possible sources of external power.

### **LIFE FORCE**

The DM can also incorporate the old system into this new one by giving spellcasters the ability to tap their own life force as a source of external power. In this case, for every XP sacrificed, one XP is made available immediately for use in a spell or magic item.

### **ATTUNED POWER**

To add further color (and further complexity) to the campaign, the DM may rule that certain

sources of external power are only suitable for certain uses. Perhaps external power gained from undead can only be used for magic items containing necromantic effects, or the external power gathered from a magical spring is only good for water magic. A demon's carcass could provide external power for creating evil magic items, or for creating good magic items designed to harm demons. The nature of the source will certainly give a clue as to what applications its external power is best suited for.

### **VIS AS CURRENCY**

External power can be used as a form of currency among creatures that have a use for it. The basic value of one pawn of vis is 200 gp (double the cost it takes to make it in an alchemical process). This is the value for one pawn of vis in portable form. There may also be an additional cost for the vessel that holds this external power. Magic item prices are calculated according to the rules for magic items. Magic item creators typically charge 5 gp for every extra XP they have to use to create the magic item. So, using an exchange rate of one pawn of vis equals 200 gold pieces coincides with the magic item creation rules.

### **DIVISIBILITY AND EXTERNAL POWER**

In general, spellcasters have the necessary knowledge and ability to use the amount of external power that they require for a certain endeavor without having to worry about divisibility. For example, if the cleric in the previous example wishes to use only one pawn of vis of power from the astral deva's feather, she can use it, leaving her with a feather containing two pawns of vis. She does not have to use the whole feather at one time.

Remember that when making magic items all external power must be spent at the beginning of the construction process (just like XP must be spent at the beginning of the construction process under the normal magic item creation rules). In other words, the magic item creator must have all the external power he needs before beginning construction on any magic item. This external power can come from many different sources and be in a variety of forms, however.

### **MAXIMUM EXTERNAL POWER USAGE**

A character may only use a maximum number of pawns of vis of external power equal to 25 times character level on a single spell or for a single



effect when constructing a magic item. For example, a 10th level magic item creator may only use up to 250 pawns of vis on a single effect for a magic item. If he desired to make a magic item requiring 375 pawns of vis for a single effect, he would have to wait until 15th level. However, if he wanted to create a magic item having three effects, each requiring 125 pawns of vis, he could do so because each effect requires less than the maximum amount of external power he can use for one effect. This limit should probably never come into play.

### **METAGAME ANALYSIS**

This variant negates an irritating feature of the standard D&D game: using up precious XP for magic item creation. However, the characters must still use an equivalent to XP in the form of external power, which requires monetary expenditure, dangerous quests, or risky combat to acquire. Seeking out external power for magic item construction is an easy story hook, which makes the DM's job easier.

If the DM allows external power to be gathered from creatures, expect after-combat dissections to become commonplace. Also, be aware that extra XP are essentially being awarded for encounters with any creatures having external power that can be harvested (not to mention the extra treasure gained if the PCs decide to sell external power to NPC magic item creators). Limiting creature-based external power to a few rare or dangerous creatures is an easy way to prevent the PCs from becoming a troupe of hunters.

In a campaign that uses this variant, PCs will more likely to create magic items since there is no need to sacrifice hard-earned experience. PCs will not be able to make more powerful magic items under this system than they would under the normal rules due to the restriction on the maximum external power usage per effect rule above.

## **New Magic Items**

### **POTION OF LONGEVITY**

Although it is normally created in potion form, this is actually a wondrous item that staves off the effects of aging for 2d6 years when consumed. The user does not know exactly how many years the potion will be effective, but those who rely on

this item to prolong their lives typically consume them once every decade or so. Each time one is drunk there is a 1% cumulative chance that it will have no effect and that the character can no longer benefit from *potions of longevity* (or any other version of this magic item). Thus, there is a 1% chance upon drinking the first potion that it will be ineffective. If it is not, then there is a 2% chance that the next one will be ineffective. There is a 3% chance that the third will be ineffective, and so on. Human characters relying on *potions of longevity* to attain immortality will find that they can live for two or possibly three times their normal life span, but eventually they will age and die. Statistical analysis shows that if a character uses a series of *potions of longevity*, he can reasonably expect to gain an extra 77 years of life span and gains of over 150 years are not unheard of. *Potions of longevity* otherwise preserve youth and vigor while they are effective. One side effect of this potion is that it renders the drinker sterile.

In game terms, the character's physical aging is halted while the effects of the potion last (i.e., 2-12 years). For the purposes of aging effects, consider the character's age to be only those years lived while not under the influence of *potions of longevity*. Thus, the character can postpone the reductions to Strength, Dexterity, and Constitution normally associated with aging. The bonuses to Intelligence, Wisdom, and Charisma are unaffected. For example, a human character drinks a *potion of longevity* at age 27. The potion is determined to have an effectiveness of ten years. When the character reaches the age of 35, normally he would lose one point of Strength, Dexterity, and Constitution (consult Table 6-5: Aging Effects in the Player's Handbook). However, he has been under the influence of a potion of longevity for the past eight years, and because his physical age is 27, he does not suffer these reductions. He does, however, gain a point in Int, Wis, and Cha. At age 37, the potion ceases to function, so he begins to physically age again. At age 45, his physical age will be 35 (since he lived for ten years under the influence of the potion). At that time, he will lose one in each of his physical ability scores.

*A potion of longevity* takes three months to make.

Strong necromantic; CL 5<sup>th</sup>; Craft Wondrous Item; *gentle repose*; Price 5,000 gp; Weight ½ lb.

## Creating Magic Items

In Mythic Europe, magic items take longer to construct than in standard D&D campaigns.

### POTIONS AND SCROLLS

In Mythic Europe it takes one week to brew a potion for every 1,000 gp of base price, with a minimum of one week. If the potion's base price is less than 1,000 gp, it does not require raw vis (or any other experience point expenditure). If the base price of the potion is 1,000 gp or more, it requires one pawn of raw vis for every full 1,000 gp of base price. If the spell used for a potion has an XP component, an additional amount of raw vis must be used that is equal to the amount needed to cast the spell. These changes apply to any item made with the Brew Potion feat.

It takes one week to pen a scroll for every 1,000 gp of base price, with a minimum of one week. If the scroll's base price is less than 1,000 gp, it does not require raw vis (or any other experience point expenditure). If the base price of the scroll is 1,000 gp or more, it requires one pawn of raw vis for every full 1,000 gp of base price. If the spell used for the scroll has an XP component, an additional amount of raw vis must be used that is equal to the amount needed to cast the spell. These changes apply to any item constructed with the Scribe Scroll feat.

### OTHER MAGIC ITEMS

In one season, a magus can create one magic item having a base price of up to 1,000 gold pieces times his magus class level. If a magus cannot finish an item in one season, he may continue working on the item in future seasons. Seasons spent working on a magic item need not be contiguous. These magic items require one pawn of raw vis per 1,000 gp of the base price. Follow the normal rules for magic items duplicating the effects having an XP component. Remember that one pawn of raw vis equals 40 XP.

This construction time applies to magic items constructed using Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, and Forge Ring feats.

### LABORATORY ASSISTANTS

If the magus has a laboratory assistant that has at least four skill ranks in Spellcraft, that magus

gains an additional 250 gp to the price multiplier when creating magic items. He will be able to brew a potion in one week having a base price of 1,250 gp, pen a scroll having a base price of 1,250 gp in a week, and be able to create a magic item having a value of 1,250 gp times magus level per season. The laboratory assistant must aid the magus for the entire unit of time that the magus is working on the item (one week or one season).

### FEATS

Certain feats grant bonuses when creating magic items. Inventive genius increases the base price of magic items that can be created in a certain amount of time. Personal Vis Source gives the magus an automatic supply of vis which can be used to create magic items. Verditius Magic reduces the raw vis cost to produce magic items.

### TALISMANS

Use the rules for Item Familiars to simulate this aspect of Ars Magica.

# Spells and Advancement

## New Spells

### METAMAGIC I

*Universal*

**Level:** Magus 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target, Effect, or Area:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 1

The *metamagic I* spell grants you the ability to use one metamagic feat that you do not possess to augment a spell cast after *metamagic I* has been cast. You may augment that spell with any metamagic feat that normally costs one additional spell slot to cast (such as Silent Spell or Still Spell). The augmented spell must be cast before the duration of *metamagic I* expires. Once you have cast an augmented spell, *metamagic I* ends regardless of any duration remaining. You must use the spell slot required by the feat you select. For example, if you use *metamagic I* to cast a stilled fireball, that spell must be cast with a 4<sup>th</sup> spell slot as normal. If the Spell Points variant is being used, you must pay the additional spell point cost for the metamagic feat you apply.

### METAMAGIC II

*Universal*

**Level:** Magus 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target, Effect, or Area:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 3

The *metamagic II* spell grants you the ability to use metamagic feats that you do not possess to augment spells cast after *metamagic II* has been cast. You may augment spells with metamagic

feats requiring up to two additional spell levels total. These additional spell levels need not be used on just one spell. Two spells could be cast applying metamagic feats requiring one additional spell level, for example, The augmented spells must be cast before the duration of *metamagic I* expires. Once you have used these additional spell levels, *metamagic I* ends regardless of any duration remaining. You must use the spell slot required by the feat you select. For example, if you use *metamagic II* to cast an empowered fireball, that spell must be cast with a 5<sup>th</sup> spell slot as normal. If the Spell Points variant is being used, you must pay the additional spell point cost for the metamagic feat you apply.

### METAMAGIC III

*Universal*

**Level:** Magus 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target, Effect, or Area:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 5

The *metamagic III* functions as *metamagic II* except you gain three additional spell levels.

### METAMAGIC IV

*Universal*

**Level:** Magus 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target, Effect, or Area:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 7

The *metamagic IV* functions as *metamagic II* except you gain four additional spell levels.



## METAMAGIC V

*Universal*

**Level:** Magus 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target, Effect, or Area:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 9

The *metamagic V* functions as *metamagic II* except you gain five additional spell levels.

## METAMAGIC VI

*Universal*

**Level:** Magus 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target, Effect, or Area:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 11

The *metamagic VI* functions as *metamagic II* except you gain six additional spell levels.

## METAMAGIC VII

*Universal*

**Level:** Magus 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target, Effect, or Area:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 13

The *metamagic VII* functions as *metamagic II* except you gain seven additional spell levels.

## METAMAGIC VIII

*Universal*

**Level:** Magus 8

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target, Effect, or Area:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 15

The *metamagic VIII* functions as *metamagic II* except you gain eight additional spell levels.

## METAMAGIC IX

*Universal*

**Level:** Magus 9

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target, Effect, or Area:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

**Spell Points:** 17

The *metamagic IX* functions as *metamagic II* except you gain nine additional spell levels.

## AEGIS OF THE HEARTH

*Abjuration*

**Level:** Magus Any

**Components:** V, S, XP

**Casting Time:** One hour

**Range:** Touch

**Target, Effect, or Area:** One bounded area

**Duration:** One year

**Saving Throw:** None (harmless)

**Spell Resistance:** No

**Spell Points:** Variable

*Aegis of the hearth* is a magical defense used to protect magical strongholds. The caster leads the ritual, and other magi may participate by following the caster. This does not affect the casting of the spell, but determines who is affected by the spell. The target of the spell must be an area with a clearly marked boundary, no larger than a village.

Once the spell is cast, the area has a Spell Resistance of 10 + twice the spell level against any spell cast from outside of the area by someone who did not participate in the ritual. This Spell Resistance applies to any spell if its effects would cross the boundary, even if the spell normally ignores Spell Resistance. In particular, it affects all *teleport* spells. The area's Spell Resistance also defends any people, animals, buildings, or objects

within the area.

Further, anyone casting a spell within the area suffers a penalty to caster level equal to the level of the *Aegis*. Again, those who took part in the ritual are not affected.

The ritual creates a number of tokens equal to the caster level of the spell, which may be given to other spellcasters so as to render them immune to the *Aegis'* effects, as well. It is unusual for a covenant to give an outside spellcaster one of these tokens however.

*XP Cost:* 40 XP per spell level (most magi use vis to supply the XP).

## Learning Spells

Magi do not automatically gain new spells as they rise in level like the other D&D spellcasting classes. They have other, more difficult, ways to gain new spells. Instructors can teach the character new spells, the character can invent spells on his own, and "spellbooks" containing the laboratory notes of another magus who successfully invented the spell can be used.

### LEARNING FROM A TEACHER

In one season (three months) a character can learn one spell of up to the highest level that he can cast. The teacher must know the spell to be taught. Thus, if an 11<sup>th</sup> level teacher teaches a 6<sup>th</sup> level student, that student could learn one 3<sup>rd</sup> level spell. If, in the next season, the 6<sup>th</sup> level character instructs the 11<sup>th</sup> level character, that character could only teach him a spell having a maximum spell level of 3<sup>rd</sup>.

Using this method, if a 1<sup>st</sup> level magus begins studying spells under a master and that master spends one season per year instructing the student in spells, the student will have accumulated 15 spells by the time he reaches 6<sup>th</sup> level (5-1<sup>st</sup>/9-2<sup>nd</sup>/1-3<sup>rd</sup> with lower level spells able to be substituted for higher level spells). By comparison, a 6<sup>th</sup> level sorcerer knows 14 spells (7-0<sup>th</sup> / 4-1<sup>st</sup>/2-2<sup>nd</sup>/1-3<sup>rd</sup>).

### INVENTING SPELLS FROM SCRATCH

Inventing a spell is more difficult, but you don't need a teacher. The spell to be invented must be determined first. It is easiest to choose a spell from the magus class list. Enterprising players can also draft up their own spells, but the DM must approve of that spell before its inclusion into the campaign.

Each season that the character works on the spell, he accumulates a number of "research levels" equal to the difference between his magus class level and the minimum magus class level necessary to cast a spell of that spell level. Once he has accumulated a number of research levels equal to the level of the spell, he has invented the spell.

For example, an 8<sup>th</sup> level magus wants to invent a *lightning bolt* spell. His magus class level is two levels higher than that required to cast 3<sup>rd</sup> level spells. In the first season, he accumulates two research levels. Since *lightning bolt* is a 3<sup>rd</sup> level spell, he must continue to work on the spell. In the second season, he accumulates another two research levels for a new total of four research levels which is enough to complete the 3<sup>rd</sup> level spell.

It is assumed that the magus is keeping a record of his work in a laboratory text during spell research. Other magi can understand this text with the *read magic* spell (because every magus uses shorthand and personal abbreviations that others cannot readily understand). This leads us to another way that magi can acquire spells....

### INVENTING SPELLS FROM LABORATORY TEXTS

If the magus has access to a laboratory text (i.e., a "spellbook") of a magus who successfully invented the same spell he wants to create, then the magus accumulates research levels at double the normal rate (minimum one extra research level per season). For the example above, it would only take the magus one season with a lab text to create *lightning bolt*, since he would accumulate four research levels in the first season. The laboratory text must be available during the entire season to gain the extra research levels.

The original writer of a laboratory text can produce a copy of that text so that others can use it without the *read magic* spell. Lab texts containing up to ten spell levels can be rewritten in this way per season.

Others can copy these laboratory texts at a rate of thirty spell levels per season.

### INVENTING SPELLS FROM SCROLLS

If the magus has a spell scroll containing the spell he wants to invent, double the research levels gained in the first season only (minimum one extra research level). The spell on the scroll is



cast as part of the research process, so will not be available for further use.

### LABORATORY ASSISTANTS

If a character with at least four skill ranks in Spellcraft assists the magus throughout the entire season, that magus adds another research level to the number he accumulates for that season.

### FEATS

Certain feats also help the magus when inventing spells. Adept Laboratory Student grants an additional research level per season during spell invention. Elemental Magic allows the magus to automatically invent an additional spell if the criterion is met.

### INCANTATIONS AND RITUAL SPELLS

To turn a normal D&D spell into an Incantation, follow these guidelines. The Incantation school will be the same school as the spell. The level of the Incantation will be the same level as the spell it is based on, with a minimum of 6<sup>th</sup> level. The base DC will be the same as listed for an Incantation of its school. Raw vis is typically used to reduce the DC of the spell. One pawn of raw vis is normally the equivalent of 40 XP. For the purposes of casting Incantations, treat each pawn as being worth 50 XP (since there is a -1 to the DC for every 100 XP). A magus can only use a number of pawns of raw vis equal to his caster level on a single magical working. Add an additional Backlash category to the list of DC modifiers. If failure will cause the caster to make a Twilight check, the DC is reduced by 4. The number of pawns of raw vis used in the Ritual will be a bonus to the Twilight check in this case. The other DC modifiers are applied normally.

Typical modifiers applied to Hermetic Incantations are: expensive material components, expensive foci, XP components (in the form of raw vis), extra casters, exhaustion and Twilight check. Spellcraft, Knowledge (artes liberales), and Knowledge (philosophiae) are typically used for the casting.

As an example, let's create a *heal* Incantation. It will be a conjuration with DC 30. The normal range is Close, the normal target is one creature. We want to make a version that a 6<sup>th</sup> level magus could cast by taking 10. First, we reduce the range to touch, lowering the DC by two. We limit the target to humans only (it is a *Creo Corpus* spell, not a *Creo Animal* spell). This applies an

additional -3 to the DC. The magus must have a special inscribed table made that the target will lie upon. This costs 5,000 gp and applies another -1 to the DC (but can be reused in successive castings). Another caster must be present, lowering the DC by another two. Lastly, the caster and secondary caster will be exhausted after the spell is complete (-3 to DC). The total DC now is 19. A 6<sup>th</sup> level magus could have a maximum of 9 skill ranks in Spellcraft, so taking 10 would result in a "roll" of 19 (this is without an Int bonus). The ritual will take an hour and require six successes.

Incantations must be learned or invented just like any other spell. The DM has final say on whether an Incantation will be part of his campaign or not.

### SOME SOURCES OF SPELLS IN D&D3E

The following rulebooks contain sizable amounts of spells. The Spell Compendium contains the spells in the italicized sources. The DM always retains the right to refuse to use certain spells in his campaign.

Player's Handbook	Complete Mage
Player's Handbook II	Masters of the Wild
Spell Compendium	Song and Silence
<i>Miniatures Handbook</i>	Defenders of the Faith
<i>Libris Mortis</i>	Tome and Blood
<i>Complete Arcane</i>	Races of the Wild
<i>Complete Divine</i>	Races of the Dragon
<i>Complete Adventurer</i>	Races of Stone
<i>Complete Warrior</i>	Cityscape
<i>Manual of the Planes</i>	Frostburn
<i>Planar Handbook</i>	Sandstorm
<i>Draconomicon</i>	Stormwrack
<i>Magic of Faerun</i>	Dragon Magic
<i>Player's Guide to Faerun</i>	Book of Exalted Deeds
<i>Savage Species</i>	Book of Vile Darkness
<i>Underdark</i>	Heroes of Battle
Complete Champion	Heroes of Horror
Complete Scoundrel	Deities and Demigods

### Advancement

Unlike in D&D, characters in *Ars Magica* gain most of their experience during the time they are not adventuring. To gain experience, the player must decide what his character is doing during that season. The Social Status and Wealth of the character determines how many free seasons they have per year to gain experience. The activities for the season determine how much XP is gained.



Exposure is the experience that is gained by characters who do not have the season free. Adventure may not take the entire season, but the remainder of it is used for recuperation, reflection, and honing skills learned. Practice is actively working on improving yourself. Training is informal learning with a more skilled member of your character class. Instruction is formal teaching with a master. Study is a form of advancement, suitable to the academic and magical classes (adepts, experts, magi, and nobles). Only magi may learn from vis. For training, teaching, and study, the level of the master or library must be higher than the level of the character for that character to get any useful instruction.

**Exposure:** 200 XP per season

**Adventure:** 1,000 XP per season

**Practice:** 500 XP per season

**Training:** Master's Int, Wis, or Cha bonus (whichever is higher) + half the master's class level, times 100 XP per season (maximum 1,000 XP)

**Instruction:** Teacher's Int, Wis, or Cha bonus (whichever is higher) + skill ranks in Profession (Teacher), times 100 XP per season (maximum 1,000 XP)

**Study:** Quality of the library times 50 XP per season (maximum 1,000 XP)

**Vis:** A magus gains 500 XP plus 100 XP times the magic aura bonus per season of studying vis as long as he uses at least a number of pawns of vis equal to his magus class level. If he uses less, then reduce the experience point award accordingly.

## Trait Increases

Normally, characters accumulate experience points and advance by taking one level in a character class at each character level increase. If desired, characters can also purchase traits *a la carte* with experience points directly. If this option is used, experience points spent to increase a trait are deducted from the character's total number of experience points accumulated (much like XP is deducted when a character creates a magic item in normal D&D).

The costs to raise traits are shown below. All costs are multiplied by the character's level (CL), next base attack bonus (BAB), or next number of skill ranks (Ranks).

Trait	XP Cost	Gain
Base Attack Bonus	300 x BAB	+1 to BAB
Base Hit Points	25 x CL	+1 hit point
Skills (Class)	25 x Rank	One rank
Skills (Cross-Class)	50 x Rank	One rank
Feats	100 x CL	One feat

There are limits to how high you can raise these traits. The base attack bonus can be raised no higher than your character level. Base hit points can be raised no higher than the amount you would have received had you rolled the maximum amount per hit die. Skill ranks for class skills are capped at your character level plus 3, as usual (half this amount for cross-class skills). For multiclass characters, any skill that appears on any of their class skill lists counts as a class skill.

There is also a limit to how much you can advance these traits in a season. Regardless of how many experience points you earn in a season, you may only raise your base attack bonus by one point per season. Base hit points may not be raised by more than four hit points. You may not gain more than four skill ranks in a season (across all of the skills you advance, whether it's four ranks in one skill, or one rank each in four skills). You may only buy one feat per season.

You may spend the experience you earn from exposure, adventure, practice, training, instruction, or study the same season you earn it. It is assumed that you are advancing the traits directly with those activities. The activity should match the trait that's being raised. Experience points gained from study could be put into Knowledge skills, but probably not into the Jump skill.

## Troupe Characters

If a character from the troupe is not used during a particular season, the player should tell the DM what that character is doing to occupy his time. The DM will award experience points on the basis of this activity. Thus, if a player chooses to play his companion character during a season, his magus is probably back at the covenant working on spells or magic items. If he plays his magus, then the companion is most likely honing his skills through practice or training. Grog can gain experience too, through exposure and possibly practice.

# Apprentices

To imitate the rules for apprentices in *Ars Magica*, use the section on “Students and Masters” in the *Dungeon Master’s Guide II*, page 175. If the rules for apprenticeship and mentorship are used, then apply the following changes to this section.

## APPRENTICESHIP

All characters of the magus class gain the Apprentice feat for free at 1<sup>st</sup> level.

Expectations of an Apprentice – a magus apprentice does not have to tithe. An apprentice magus does have to assist his master in the laboratory for a full three months per year.

Mentor Types – master magi are spellcaster mentors. Apply all of the benefits for having a spellcaster mentor, except that magus characters cannot choose to learn a new spell in place of one they already know.

Mentor Statistics – magus mentors have a base magus level of 10<sup>th</sup> (this is the minimum level that a wizard must have before the Order of Hermes will allow him to take an apprentice). Since the mentor and apprentice race and class will be the same in a Mythic Europe campaign, most mentors will be 11<sup>th</sup> level magi, at a minimum.

Becoming an Ex-Apprentice – apprentices typically reach 6<sup>th</sup> level by the end of their Gauntlet.

Gaining a New Mentor – the Order of Hermes aids apprentices in finding new mentors. They will not aid an apprentice who was expelled, however. The apprentice does not have to tithe the new master.

Spells Learned – by the end of the apprenticeship (when the character is a 6<sup>th</sup> level magus), he will know 15 spells. These spells can be of any level from 0<sup>th</sup> to 3<sup>rd</sup>, but he may take no more than one 3<sup>rd</sup> level spell or nine 2<sup>nd</sup> level spells. If he takes the greatest number of the maximum level, he will have 5-1<sup>st</sup> level spells, 9-2<sup>nd</sup> level spells, and 1-3<sup>rd</sup> level spell. He may, of course, choose lower level spells to know if he desires (such as 8-1<sup>st</sup> level spells, 6-2<sup>nd</sup> level spells, and 1-3<sup>rd</sup> level spell, for example). Cantrips can be cast with theurgy for one spell point, so most magi don’t learn these.

The rationale behind the number of spells at each spell level is based on training. Presumably, after the master Opens the Arts, the character is a first level magus. A year later, he has earned 1,000 XP and is a second level magus. In that year, he learned his first 1<sup>st</sup> level spell. He can still only cast 1<sup>st</sup> level spells while he is second level. The next year, he learns another 1<sup>st</sup> level spell for a total of two. The third year, he has accumulated 3,000 XP and is now a third level magus, but he still only has access to 1<sup>st</sup> level spells. He now knows three of them. It will take another three years to earn an additional 3,000 XP to reach fourth magus level. Let’s assume that he learns his spell for that year after he’s attained fourth level magus. Thus, after six years, he can learn five 1<sup>st</sup> level spells and one 2<sup>nd</sup> level spell, maximum.

Continuing, it takes him another four years to reach fifth magus level, which means another four 2<sup>nd</sup> level spells. After that, he needs five additional years to reach sixth magus level. In that time, he will learn four more 2<sup>nd</sup> level spells. If he learns his last spell after he reaches sixth magus level, that one can be a 3<sup>rd</sup> level spell. So, he has: five 1<sup>st</sup> level spells, nine 2<sup>nd</sup> level spells, and one 3<sup>rd</sup> level spell. Of course, he can learn spells that are lower than the maximum spell level he can cast if he desires.

Starting Age – the average magus (is there an average magus?) begins training at the age of seven. Therefore, most magi will begin play at the age of 22.

## MENTORSHIP

A magus mentor must have at least 8 ranks in two of the following four skills: Concentration, Knowledge (magic), Spellcraft, or Use Magic Device.

Training an Apprentice – a mentor must train his apprentice for a full three months out of the year. At the end of this three month training period, the apprentice gains 1,000 XP. The apprentice must take levels in the magus class each time he gains a level. The apprentice does not gain levels automatically when his mentor gains levels.

Then the apprentice gains his 5<sup>th</sup> level in the magus class, the mentor arranges for his

apprentice's Gauntlet while continuing to train him. Once the apprentice has passed the Gauntlet, he takes the Oath of Hermes, becomes a 6<sup>th</sup> level magus, and is taught the Magic Shield. Apprentices do not become the cohorts of their mentors after graduation.



# Covenants

If the DM and players don't need a whole lot of detail, use the Headquarters system in Mutants & Masterminds. Players will have to take an equivalent of the Equipment feat for their characters. Each feat grants five equipment points with which to buy their covenant. With one such feat, the characters can have:

## COVENANT (LARGE MANOR HOUSE)

*Size:* Medium; *Toughness:* 5; *Features:* Laboratory, Library, Living Space, Workshop; *Cost:* 5 equipment points.

This is probably only suitable for one character however.

If players use their characters' feats to buy a covenant, there should be no story hooks (the

characters own the covenant much like they own their own robes, books, etc.).

Alternatively, the covenant can be bought with story hooks. In this case the covenant is able to buy its own feats independent of the characters by taking flaws. You don't have to waste your own characters' feats to buy the covenant, but you may not own it, there may be problems you have to spend time solving, etc.

For more detailed covenants, consult the Covenants Fifth Edition sourcebook. Most information in there is descriptive and need not be converted to D&D. The AD&D 2<sup>nd</sup> Edition Wizard's Handbook gives some rules on laboratories and libraries which may be suitable for a D&D version of Ars Magica.

# Warping and Wizard's Twilight

The effects of warping will be simulated with a prestige class that a character enters after they have accumulated enough warping to warrant entry. Warping is like "experience" that one earns in this class. It takes 1,000 warping points (WP) to gain the first level in this class.

## GAINING WARPING POINTS

There are four ways to gain warping points.

- Living in a strong mystical aura (6 or higher).
- Being affected by a powerful mystical effect, unless you created the effect, or it the effect was designed especially for you.
- Being continuously under the influence of a mystical effect, whether powerful or not.
- Rolling a natural '1' on a saving throw against a mystical effect.

A character living in an area with a strong mystical aura (whatever the aura) gains a number of warping points equal to the strength of the aura minus five, squared, times 100 WP (minimum 0 WP). Thus, spending an entire year in a magic aura of strength 6 gives a character 100 WP, while spending an entire year in an aura of 10 gives 2,500 WP. If a character spends less time than a year in the aura, then apply the appropriate fraction of warping points. Characters having mystical abilities arising from the same realm as the aura (for example, Hermetic magi in a magical aura) do not gain warping points from living in that aura. They may gain them from other sources.

Anyone subjected to a powerful mystical effect gains a number of warping points equal to the spell level of the effect minus five, times 50 WP (minimum of 0 WP). So, 6<sup>th</sup> level spells give 50 WP, while 9<sup>th</sup> level spells give 200 WP.

A character that is under a constant mystical effect gains 200 WP per year regardless of the strength of that effect. The magus class ability magic shield does not count for the purposes of this assessment. A *potion of longevity* does count.

If a natural '1' is rolled on a saving throw against a mystical effect, that character gains a number of

warping points equal to the effect's spell level times 100 (in addition to the points received, if any, for being subjected to a powerful magical effect).

## EFFECTS OF WARPING

Magi are made more prone to Wizard's Twilight by their warping. This replaces the normal effects. Keep track of the level but don't apply the effects.

Mundane characters gain a flaw when they gain their first warped class level. When the character gains his third level, he gains another flaw. When he gains his fifth level, he gains a minor mystical ability. At this point, the character no longer gains warping points for living in an area with a strong aura. At each level after fifth, the character gains another flaw. Flaws gained as a result of warping should reflect the way the character gained the points.

Level	Warping Points	Effect
1	1000	Flaw
2	3000	
3	6000	Flaw
4	10000	
5	15000	Mystical Ability
6	21000	Flaw
7	28000	Flaw
8	36000	Flaw
9	45000	Flaw
10	55000	Flaw

Flaws are decided upon by the DM given the type of campaign that he is running. The effect listed in the Taint section of the SRD can be used as a model, but remember that those particular flaws may only be suitable for characters being affected by infernal powers. Magic is neither good nor evil, so flaws arising from exposure to magical forces should carry penalties, but be "neutral" in nature. Flaws coming from exposure to divine powers will still penalize the character, but should be "holy" in nature (stigmata and the like). Faerie flaws will be annoyances. The mystical ability that is gained should relate to the realm that the character has been most affected by.

## WIZARD'S TWILIGHT

An older version of this system will be used as the model for Wizard's Twilight as there are no spellcasting rolls to speak of. Using the Ars Magica Fourth Edition rules as the model for Wizard's Twilight, a magus gains Twilight Points for the following:

- The first *potion of longevity* a character takes gives him one Twilight Point. The character gains one Twilight Point for every twenty years he is under the influence of a *potion of longevity*.
- Gain one Twilight Point for each magus class level the character has attained.
- Gain one Twilight Point for each level of warping the magus acquires.
- The DM can assign a point of Twilight for dramatic magical effects during the course of the story.

When a magus is exposed to powerful, uncontrollable magic, he may enter a temporary Twilight. Twilight checks can be called for when the player fails a Concentration skill check by rolling a natural '1' when casting a spell. A Twilight check could also be called for as part of the backlash for failing to cast an Incantation properly. Furthermore, Twilight checks may be appropriate when a spell fails because the magus is wearing armor. In this case, the Twilight check should only be called for if the roll fails within a range of 01 to one-fifth of the arcane spell failure chance. For example, a magus wearing padded armor (5% chance) would roll for Twilight if he rolled a 01 on his arcane spell failure check. A magus wearing chain mail and carrying a heavy

shield would roll for Twilight if he rolled a 01 through 09 on the arcane spell failure check (one-fifth of 45% is 9%).

Make a Twilight check by rolling a d20 and adding the character's Twilight Points and skill ranks in Knowledge (Enigmatic Wisdom). The DC for the roll is 30. If the check is successful, the character enters temporary Twilight.

If the character enters Twilight, he gains a number of Twilight Points equal to d10 minus the character's skill ranks in Enigmatic Wisdom (minimum of one). If the character's new total number of Twilight Points is 30 or greater, he enters Final Twilight.

If he does not enter Final Twilight, then roll for Twilight control. This check is a d20 roll plus the character's Intelligence modifier plus the character's skill ranks in Enigmatic Wisdom. The DC of the roll is the character's new total number of Twilight Points. If the character is successful, he gets comprehends the experience and gets a good result (maybe a feat). If he fails, he fails to comprehend the experience and gets a bad result (maybe a flaw). These results are at the whim of the DM and allow him to alter the character in good and bad ways (much like when DM's use the *deck of many things* and various powerful, whimsical magical effects in normal D&D).

When the character earns a total of 30 Twilight Points, he enters Final Twilight. In the absence of using the Wizard's Twilight system actively during play, most magi will be able to take the normal average of eleven *potions of longevity* (before they become ineffective) and gain about 25 levels in the magus class before succumbing to Wizard's Twilight.



# Aurae, Regiones, and Realms

Notes on the use of aurae, regiones, and suggested division of D&D creatures by Realm offered.

## AURAE

Aurae can also affect the difficulty of an encounter. If the aura hinders the opposition more than the player characters, the encounter is easier than the challenge rating would suggest. If the encounter must take place in an aura that favors one side over the other, you should reduce the challenge rating of the penalized side by the level of the aura, and calculate the encounter level accordingly. If a favorable aura is available, but the characters must plan to ensure that the encounter takes place there, then the encounter should be treated as "Easy if handled properly," and the encounter level set perhaps one or two levels lower than it would otherwise be. Add the value of a magical aura to the caster level of D20 System wizards and adepts. Other characters are not affected. Most covenants are located in magical aurae, and wizards living there can use this benefit when creating magic items.

Subtract the value of an infernal aura from the caster level of wizards and adepts, and add it to the caster level of diabolists. Christian, Jewish, and Islamic clerics are not penalized, because God is more powerful than Hell.

Add half the value of a faerie aura to the caster level of wizards and adepts.

Subtract the value of a divine aura from the caster level of wizards and adepts, and subtract twice its value from the caster level of diabolists. Add its value to the caster level of Christian, Jewish, or Islamic clerics.

## REGIONES

In order to enter a different level of a regio, you must be able to see the other level, and then you must cross the boundary. Detect magic allows a character to see across one regio boundary, and

thus lead others into the other level. It must usually be cast again to leave the regio, or to enter higher levels. If you cross a regio boundary while looking at a different level, you automatically enter that level. (Black Monks, p. 11)

## REALMS FOR CREATURES

The suggested assignment of creatures by realm is below. Aberrations are not suitable for the Mythic Europe campaign (unless you want to incorporate elements in the style of the Cthulhu Mythos). The DM may determine that a certain creature is part of a different realm than its normal assignment by type.

### Creature Realm by Type

Aberration – not suitable for Mythic Europe  
Animal – Mundane  
Construct – Magic  
Dragon – Magic  
Elemental – Magic  
Fey – Faerie  
Giant – Faerie  
Humanoid – Faerie  
Magical Beast – Magic  
Monstrous Humanoid – Faerie or Magic  
Ooze – Magic  
Outsider (good) – Divine  
Outsider (evil) – Infernal  
Outsider (neutral) – Magic  
Plant – Magic  
Undead – Infernal  
Vermin – Mundane

The DM should be careful only to use creatures that would be likely to appear in fairy tales, sagas, folklore, and myth. The Ars Magica setting is a fantasy version of medieval Europe, so the DM should stick to this conception and honor its conceits when choosing what creatures will occupy the campaign world.

## The Black Monks of Glastonbury Notes

In *Ars Magica*, wizards have trouble interacting with mundane society as others can sense their magical nature. To reflect this, any use of a social skill, such as Diplomacy or Bluff, by which the wizard is trying to make someone react well, should receive a -3 penalty, which stacks with other penalties. (Black Monks, p. 10)

If *vis* is used when enchanting an item, 1 pawn supplies 40 XP. For example, creating an item with a market price of 3,000 gp would normally cost the maker 120 XP. If she used 2 pawns of *vis* in making it, the *vis* would supply 80 XP, so the maker would only have to provide 40 XP of her own. If *vis* is used in spellcasting, each pawn adds +1 caster level and +1 to the save DC for the spell. The maximum number of pawns that a character can use is equal to her normal caster level. For example, a 5th level wizard/3rd level rogue can use up to 5 pawns of *vis* when casting a spell. (Black Monks, p. 11)

[A]ny magus who studies for three months (one season) in a well-equipped covenant gains 1,000 experience points. This is in addition to any experience points gained on adventures. Further, a new Hermetic magus starts as a 6th level wizard, the result of fifteen seasons of training as an apprentice. (Black Monks, p. 9)

Auras can also affect the difficulty of an encounter. If the aura hinders the opposition more than the player characters, the encounter is easier than the challenge rating would suggest. If the encounter must take place in an aura that favors one side over the other, you should reduce the challenge rating of the penalized side by the level of the aura, and calculate the encounter level accordingly. If a favorable aura is available, but the characters must plan to ensure that the encounter takes place there, then the encounter should be treated as "Easy if handled properly," and the encounter level set perhaps one or two levels lower than it would otherwise be. Add the value of a magical aura to the caster level of D20 System wizards and adepts. Other characters are not affected. Most covenants are located in magical auras, and wizards living there can use this benefit when creating magic items. Subtract the value of an infernal aura from the caster level of wizards and adepts, and add it to the caster

level of diabolists. Christian, Jewish, and Islamic clerics are not penalized, because God is more powerful than Hell. Add half the value of a faerie aura to the caster level of wizards and adepts. Subtract the value of a divine aura from the caster level of wizards and adepts, and subtract twice its value from the caster level of diabolists. Add its value to the caster level of Christian, Jewish, or Islamic clerics. (Black Monks, p. 11)

In order to enter a different level of a regio, you must be able to see the other level, and then you must cross the boundary. Detect magic allows a character to see across one regio boundary, and thus lead others into the other level. It must usually be cast again to leave the regio, or to enter higher levels. If you cross a regio boundary while looking at a different level, you automatically enter that level. (Black Monks, p. 11)

Not all priests should be members of the cleric class. Being a cleric grants the ability to work spectacular miracles fairly reliably. This is not inappropriate for Mythic Europe, as medieval Europeans believed that such miracles did occur. However, they believed that they were only worked by saints, not by the average village priest. Thus, clerics should be rare – player characters should not expect to encounter more than two or three ever, and certainly there should be no more than one cleric among the player characters.

Priests who are not clerics are best portrayed by aristocrats and experts. In this case, characters may multi-class into the aristocrat class by joining the Church. You should also add Profession (Law) to the aristocrat class skill list for these characters, as many wealthy clergy were lawyers. Particularly holy clergy might multi-class as clerics, thus giving them some miraculous powers (Black Monks, p. 10). In D20 System games, anyone touching a holy relic gains the benefits of protection from evil for as long as they touch it. Relics with three or more Faith points – such as St. John's hair and St. Luke's bone – act as a permanent consecrate spell, with the effect centered on the relic (Black Monks, p. 18). In D20 System games, anyone touching an infernal relic gains the benefits of protection from good. (Black Monks, p. 23)



# Refinement of Your d20 Ars Magica Campaign

This section contains notes on how to integrate the wealth of Ars Magica game material into your d20 Ars Magica campaign. The Ars Magica supplements are very heavy on information and ideas while remaining light on rules, so the majority of the material can be used in a campaign featuring a different gaming system altogether.

## VIRTUES AND FLAWS

It will be noted that only Hermetic Virtues and Flaws have been completely converted for the d20 system. This doesn't mean that other Ars Magica Virtues and Flaws cannot be used. During the course of the campaign, DM's should keep notes on how he is converting these traits. Many of the Virtues will no doubt bring some feat or class special ability to mind. Flaws have no corresponding trait in the d20 system (except for the few flaws that are listed in *Unearthed Arcana*). Story Flaws can be integrated into a character's backstory and used as adventure hooks, if both the player and DM agree. In essence, the Virtues and Flaws of Ars Magica should aid in telling a good story and can be used as springboards for character ideas.

## SPELLS

The spell systems of Ars Magica and D&D are quite different. Low-level spells in D&D may be high-level in Ars Magica and *vice versa*. Hermetic limitations on magic impose a paradigm that is radically different from the "anything goes" attitude of D&D. Commonplace effects in D&D, such as raising the dead, have no place in a true Ars Magica Mythic Europe campaign. It is entirely possible that spells violating the basic tenets of the Mythic Europe campaign have not been put on the list of banned spells, so the DM will have to exercise constant vigilance to make sure that players don't choose spells for their magi that are not in keeping with the spirit of the game.

That being said, there is a whole host of spells found in the Ars Magica rulebooks that currently have no equivalents in D&D. These spells can be used as inspiration and their conversion can be easily accomplished using spell invention guidelines found in a number of D&D books.

## WEALTH AND MONEY

It is suggested that all currency be increased in value. The gold standard should be converted to the silver standard. This means that all costs should be calculated in silver pieces (with one silver piece in Mythic Europe being the equivalent to a gold piece in most other D&D campaigns).

Although not historically accurate, you may keep the conversion rates the same. Thus, ten silver pieces equals one gold. A pound of silver equals fifty silver pieces, which in turn equals five gold pieces. Introduce a Mythic bronze piece to be a substitute for the D&D copper piece. Platinum coins do not exist.

I'm certain that the costs for items in D&D are not a reflection of any historical cost. This is a game, though, so it shouldn't be a problem.

1 gp = 10 sp = 100 cp = 1,000 bp

1 D&D gold piece = 1 Mythic silver piece

If you don't like using the generic term "piece" for these coins, then use *crown* for a gold piece, *shilling* for a silver piece, *penny* (plural *pence*) for a copper piece and *bit* for a bronze piece. A Mythic pound is a pound of silver which is 50 silver pieces (the equivalent of 50 gold pieces in D&D).

## EQUIPMENT

The equipment list in D&D represents what is available in a pseudo-medieval setting based on the Late Middle Ages. Ars Magica is set in the High Middle Ages, which is an earlier period. Chain mail is the heaviest form of protection commonly used. The *lorica segmentata* of the Roman Empire would be the equivalent of banded mail (perhaps), but is not in common use. Half-plate and full plate have yet to be devised. Also, strike splint mail and breastplate from the list of available armor types. This makes the Heavy Armor Proficiency feat unnecessary. Characters are free to "invent" prohibited armor types in play, but should have over twenty ranks in Craft (armorsmithing) to represent the fact that they are inventive geniuses.

Similarly, no exotic weapons should be allowed in the campaign (except for the net).



## HOUSES OF HERMES

These supplements add variety to the campaign and give ideas for characters. All of the new organizations, powers, spells, and other factors can be easily incorporated into the d20 system with a little imagination.

## TRIBUNALS

These books are essentially the gazetteers of Mythic Europe. Most of the information is background material and not game-related, so it is immediately usable. NPC's will need to be converted if you want hard statistics.

## REALMS OF POWER

These books can be used to flesh out the bare bones of divine power as given in the System Reference Document. The Realm of the Divine corresponds to good-aligned divine magic and entities in D&D. The Realm of the Infernal corresponds to evil-aligned divine magic and entities. The correspondence of the Realm of Faerie isn't as glaringly obvious, but it should probably consist of arcane along with chaotically-aligned divine powers and entities. The Realm of Magic is lawfully-aligned for the most part, but is morally neutral and definitely arcane.

Spellcasters aligned to the Realms of the Divine and Infernal are not subject to Hermetic limitations on magic. In D&D terms, this means that the spells forbidden to magi could be used by Divine or Infernal spellcasters. Thus, spells dealing with alignment, healing, summoning of aligned creatures, and other types of magic still exist in Mythic Europe, even though magi can't use these powers.

## ANCIENT MAGIC AND THE MYSTERIES

These supplements deal with additional ways that magical characters can gain and use powers. The Mysteries can be used as background or descriptive material for characters in the campaign. Ancient Magic can be used to provide ways for PC magi to overcome Hermetic magical limitations during the course of the campaign while adding to the *corpus* of magical knowledge available to the Order of Hermes.

## COVENANTS

Although covered above, it's worth repeating that the Covenants supplement can be used to describe the characters' base of operations.

## OTHER ARS MAGICA BOOKS

Most other books provide campaign and background information and as such, are immediately useful to any campaign set in Mythic Europe.

## COMBAT

In *Ars Magica*, combat is perilous and often fatal. One reason is that there are no reliable sources of magical healing. Another reason is that characters cannot improve their ability to repeatedly take damage as they advance. Also, the damage system in the original game requires characters to rest for months to recover from wounds sustained in combat. In D&D, characters recover from damage very quickly.

If the DM wants to make combat a more serious affair, there are a few things he can do. First, make players roll for hit points each level after 1<sup>st</sup> and make them keep the number rolled. This will lower the characters' hit points (since every campaign I've ever played in allowed characters to take maximum hit points at each level). Next, reduce the natural healing rate to one-third of the character's hit points per month. This means that a character who is reduced to 0 hit points will require a full season to recover naturally. For nonlethal damage, make the recovery rate one-third of the character's hit points per day. These rates can be pro-rated as required to represent slow recovery over time. For example, if a character has 60 hit points when fully healed and is reduced to zero hit points, he will recover about five hit points per week (given that there are about twelve weeks in a season).

Remember that when magi cast *cure* spells, it merely converts lethal to nonlethal damage. However, if a *cure* spell is made into an Incantation (the D&D equivalent of a Ritual spell), then it can instantly heal lethal and nonlethal damage (like *The Surgeon's Healing Touch* and *Incantation of the Body Made Whole*).

## SCHOOL AND ART CORRESPONDENCES

The classifications of magic in D&D are based upon the source of the magical power (arcane or divine), the class of spellcaster (cleric, wizard, and others), and school (such as abjuration and evocation). In *Ars Magica*, Hermetic magic classifications are based on Techniques and Forms. There is no direct correspondence between the classifications of magic in D&D and

Ars Magica, but there are similarities. Although it is not suggested that the DM attempt to adopt Ars Magica classification conventions for a Mythic Europe D&D campaign, it may be helpful to outline some of the more important similarities.

*Abjuration:* the reflection and warding spells of this school mostly correspond to Rego spells in Ars Magica. Banishing and dispelling spells resemble Perdo Vim effects.

*Conjuration:* most spells of this school fall under the Creo Technique with a variety of different Forms. A notable exception is the Teleportation subschool, which produces Rego effects.

*Divination:* almost all divinations are Intellego spells, but certainly there are some exceptions.

*Enchantment:* spells of this school are normally use the Perdo and Rego Techniques along with the Mentem Form (or Animal, Herbam, and Vim for non-humanoid creatures).

*Evocation:* these spells are typically Creo spells with a Form based on the element produced (Auram for electricity, Ignem for fire, Imaginem for sound, Aquam for acid, and Perdo Ignem for cold). Perdo Terram represents sonic attacks that damage constructs and structures.

*Illusion:* this school is defined more by its typical Form, Imaginem, rather than by Techniques. Mind-affecting illusion spells could also fall under Mentem.

*Necromancy:* these spells use Perdo and Rego Techniques with Animal, Corpus, and Mentem Forms.

*Transmutation:* animation spells are Rego effects. Destruction spells are Perdo effects. All other transmutation spells are likely to be Muto effects. Forms vary.

Of course, the correspondences above are broad generalizations, but hopefully will be useful in using Ars Magica setting material in a D&D campaign.

## **HEROES AND MYTHIC COMPANIONS**

Ars Magica does allow for characters having a power level similar to magi, without being magi themselves. If the DM would like to include characters such as bards, clerics, druids, paladins, rangers, sorcerers, and wizards, he should review

the guidelines for Heroic Characters and Mythic Companions. Monks are still not allowed in Mythic Europe, sorry. You could have them appear if characters travel to the Mythic Orient, however. By including clerics and paladins, you're saying you want the Divine to have a more active influence in your campaign (or the Infernal if you use NPC clerics as foes). Bards, druids and rangers should be associated with the Faerie realm. Sorcerers and wizards could be associated with the Faerie, Magical, or Infernal realms (depending on actual powers). Remember, however, that an Ars Magica campaign puts Hermetic spellcasters in the spotlight, so be careful to use other spellcasting character types sparingly, if at all.

## **BOOKS**

A lot of color can be added to the campaign by detailing some books that are commonly used by the Order. The Trait Increase system can be used to have characters advance in narrowly-targeted areas. For instance, if a magus gets his hands on an Artes Liberales summa, then the experience that he earns while studying this book should be directly applied to his Knowledge (artes liberales) skill, and to nothing else. Books should be rated by the maximum skill rank you can attain by reading it and by how quickly you gain the skill ranks. A reasonable amount of advancement is 25 XP per character level per season, amounting to one skill rank per season.

Books could also be a collection of lab texts for spells and magic items, treatises on the Arts (granting XP to magi only), discussion of feats, and other such sources.

## **OTHER SOURCES OF INFORMATION**

There are many other game sources that can give the DM more information or ideas for his campaign.

White Wolf's Dark Ages line has a number of titles that contain information concerning a different version of Europe (Dark Europe). Much of that information could also be applied to an Ars Magica campaign.

White Wolf's Mage game depicts the possible future of magi as it is set in the modern world. The exact chronology diverges from the Ars Magica canon (most notably in the history of House Tremere).

AD&D 2<sup>nd</sup> Edition has a few sourcebooks that govern historical and pseudo-historical European settings. Most sourcebooks are set before the default start of the Mythic Europe campaign (1220 A.D.) but The Crusades sourcebook is set only a few years before.

Palladium put out a few books with good drawings of medieval armor, weaponry, and fortifications.

Of course, you're not limited to game books when detailing your Ars Magica campaign. There are probably tens of thousands of books on the Middle Ages that will provide excellent information on many different aspects of the campaign world.



# Languages of Mythic Europe

## Mythic European Languages

Obviously, the PC's don't need to learn Dwarven and Elven in this campaign. Instead of trying to list every single language and dialect that may have existed in 13<sup>th</sup> Century Europe, it is much easier to narrow it down to Mythic versions of the major languages. The only common tongue is Latin, used by academics, clergy, and magi. The map of Mythic Europe was used in making this table; the regions listed below are those found on the map.

Language	Regions (and Dialects)
Arabic	Almohad Empire, Antioch, Granada, Moorish Lands, Realms of the Moors, Tripoli
Aragonese	Aragon
Armenian	Kingdom of Armenia
Basque	Navarre
Bohemian	Bohemia
Breton	Brittany
Bulgarian	Bulgaria
Castilian	New Castile
English	England
Flemish	Flanders
French	Anjou, Antioch, Aquitaine, Champagne, France, Normandy, Tripoli
Gaelic	Scotland
German	Austria, Bavaria, Franconia, Holstein, Lower Lorraine, Saxony, Swabia, Thuringia, Upper Lorraine
Greek	Byzantine Empire
Irish	Ireland
Italian	Apulia, Calabria, Corsica, Italy, Patriconium Petri, Sardinia, Sicily
Leonese	Leon
Magyar	Hungary
Norse	Denmark, Norway, Sweden
Occitan	Arela, Gascony, Provence
Polish	Poland
Pomeranian	Pomerania
Portuguese	Portugal
Romanian	Transylvania
Russian	Pagan Lands
Serbian	Serbia
Silesian	Silesia
Welsh	Wales

Be advised that this list of languages is not historically accurate; it is merely meant to provide a number of pseudo-historical languages for Mythic Europe. If a language is spoken in more than one region, then there are several dialects for that language. The player may choose one dialect upon selecting the language. Additional dialects can be learned, which means the character can sound like a native. There is no game benefit to knowing additional dialects, but the DM could take the character's knowledge into account when it may aid him.

## Basic Languages

If the DM does not want to stress vernacular language differences in his campaign, he can limit the number of languages to a few per Tribunal, as detailed below.

Tribunal	Language
Greater Alps	German, French, Italian
Hibernian	Gaelic
Iberian	Portuguese and Spanish
Levant	Armenian and French
Loch Leglean	Gaelic
Normandy	French
Novgorod	Russian
Provençal	Occitan
Rhine	German
Roman	Italian
Stonehenge	English
Theban	Bulgarian and Greek
Transylvanian	Magyar and Romanian

This is the easy way to go and allows a number of languages in the campaign without getting bogged down with details. Most characters will speak Latin anyway.

## Mythic European Dialects

If the DM wishes to have greater language complexity in his campaign, then the use the following languages and dialects. Some allowance should be made for characters to understand languages spoken in adjacent regions, as long as the languages share the same family (Celtic, Germanic, Romance, or Slavic). Some languages are not a part of these four families (such as Albanian, Basque, and Magyar).

### HIBERNIAN, LOCH LEGLEAN, AND STONEHENGE TRIBUNALS

Language	Regions
Cornish	Cornwall (Stonehenge)
English	England (Stonehenge)
Gaelic	Scotland (Loch Leglean)
Irish	Ireland (Hibernia)
Manx	Isle of Man (Stonehenge)
Norman	England (Stonehenge)
Welsh	Wales (Stonehenge)

Of these languages, English is Germanic, Norman is Romance, and the rest are Celtic. Gaelic, Irish, and Manx are all Goidelic dialects. Breton, Cornish, and Welsh are Brythonic dialects

### IBERIAN TRIBUNAL

Language	Regions
Aragonese	Aragon
Aranese	Pyrenees (a dialect of Occitan)
Asturian	Asturias
Basque	Navarre
Castilian	Castile
Catalan	Catalonia and Balearic Islands
Galician	Galicia
Leonese	Leon
Mirandese	Portugal (northeastern)
Portuguese	Portugal

All of these languages, except Basque, are Romance languages. Basque is not part of any other family. Galician and Portuguese are related dialects. Asturian, Leonese, and Mirandese are related dialects. Aranese is a dialect of Occitan (spoken in the Provençal Tribunal)

### LEVANT TRIBUNAL

Language	Regions
Arabic	entire Tribunal
Armenian	Armenia
Cypriot	Cyprus
Hebrew	Jersusalem

Norman Antioch, Jerusalem, Tripoli

None of these languages are part of the same family. Needless to say, they are not related dialects.

### NORMANDY TRIBUNAL

Language	Region or City
Angevin	Anjou
Arpitan	Burgundy, Dauphiny, Savoy
Berrichon	Berry
Breton	Brittany (Celtic)
Bourbonnais	Bourbon
Burgundian	Burgundy
Champenois	Champagne
Franc-Comtois	Burgundy
Franconian	Lorraine (Germanic)
Gallo	Gallo
Lorrain	Lorraine
Norman	Normandy
Orleanais	Orleans and Paris
Picard	Picardy
Poitevin	Poitou
Saintongeais	Saintonge
Tourangeau	Tours
Walloon	Wallonia

All of these are Romance languages unless otherwise noted. All of the languages listed above are dialects of Old French except Arpitan, Breton, and Franconian. Breton, Cornish, and Welsh are related dialects.

### NOVGOROD TRIBUNAL

Language	Regions
Polish	Poland
Russian	Eastern Portion
Ruthenian	Southwestern Portion

These are all Slavic languages. They are not related dialects. Polish and Silesian are related dialects.

### PROVENÇAL TRIBUNAL

Language	Regions
Gascon	Gascony
Occitan	Aquitaine, Auvergnat, Limousin
Provençal	Arela, Niçard, Provence

All of these languages are part of the Romance family. Furthermore, all three are related dialects.

## RHINE AND GREATER ALPS TRIBUNALS

Language	Regions
Bavarian	Austria, Bavaria (Germanic)
Bohemian	Bohemia (Slavic)
Dutch	Holland (Germanic)
Flemish	Flanders (Germanic)
Franconian	Franconia (Germanic)
Frisian	Friesland (Germanic)
Markish	East Marches (Germanic)
Pomeranian	Pomerania (Slavic)
Rhaetian	Alps (Romance)
Saxon	Saxony (Germanic)
Silesian	Silesia (Slavic)
Swabian	Swabia (Germanic)
Thuringian	Thuringia (Germanic)

The language family for each language is shown in the table. Dutch and Flemish are related dialects. Bavarian and Swabian are related dialects. Franconian and Thuringian are related dialects. Markish and Saxon are related dialects. Rhaetian, Friulian, and Ladin are related Romance dialects. Silesian and Polish are related dialects.

## ROMAN TRIBUNAL

Language	Region or City
Barese	south Adriatic
Calabrese	Ionian Sea
Campano	Naples
Ciociaro	south of Rome
Corsican	Corsica
Emiliano	between Liguria and Venice
Foggiano	south Adriatic
Friulian	Friulia
Ladin	north of Venice
Ligurian	Liguria
Lombard	Lombardy
Lucano	Ionian Sea
Marchigiano	east of Rome, on the Adriatic
Molisano	central Adriatic
Piedmontese	Piedmont
Romagnolo	east of Tuscany, on the Adriatic
Romanesco	Rome
Sabino	east of Rome
Salentino	south Adriatic
Sardinian	Sardinia
Sicilian	Sicily
Tuscan	Tuscany
Umbro	north of Rome
Venetian	Venice

All of these languages are Romance languages. The northern Italian dialects are: Emiliano, Ligurian, Lombard, Piedmontese, Romagnolo,

Tuscan, and Venetian. The southern Italian dialects are Barese, Calabrese, Campano, Ciociaro, Foggiano, Istriot (Transylvania Tribunal), Lucano, Marchigiano, Molisano, Romanesco, Sabino, Salentino, Sicilian and Umbro. Rhaetian, Friulian, and Ladin are related dialects. Corsican and Sardinian are related dialects.

## THEBES TRIBUNAL

Language	Regions
Albanian	Epirus
Aromanian	throughout Tribunal
Bulgarian	Bulgaria
Greek	Greece
Macedonian	Macedonia
Venetian	Crete

Bulgarian is Slavic, Venetian is a Romance language, while the others are not part of any other family.

## TRANSYLVANIA TRIBUNAL

Language	Regions
Bosnian	Bosnia
Croatian	Croatia
Istriot	Istrian Peninsula
Magyar	Hungary, Transylvania
Moldavian	Moldavia
Ruthenian	Halicz
Saxon	Transylvania
Serbian	Serbia
Slovene	Slovenia
Vlach	Transylvania, Wallachia

Istriot, Moldavian and Vlach are Romance languages. Magyar is Hungarian and not part of any other family. Bosnian, Croatian, Ruthenian, Serbian, and Slovene are Slavic languages. Istriot is a southern Italian dialect. Moldavian and Vlach are Romanian dialects. Bosnian, Croatian, and Serbian are Slavonic dialects.

## OTHER REGIONS

Language	Regions
Arabic	Granada, Moorish Lands
Norse	Denmark, Iceland, Scandinavia
Turkish	Anatolia

All variations of Norse are mutually intelligible in the 13<sup>th</sup> century. It is assumed that Arabic is the same throughout the Muslim world as well. The languages of regions beyond the bounds of the Mythic Europe map will not be detailed.



## GRADED LANGUAGE RANKS

The default assumption of the Language skill is a character either speaks a language or does not; a rank in a language grants complete fluency. Optionally, Language skills may be graded, with rank 1 in a language granting only poor fluency (simple words and phrases). Rank 2 provides fair fluency, rank 3 is good fluency, and rank 4 is complete fluency, with no discernable accent. Characters begin with good fluency in their native language for free. They also begin with good fluency in all other languages they receive during character generation (such as bonus languages gained due to high Intelligence). For languages with different regional dialects, fluency is considered one level lower than fluency in the basic language. A language rank applied to a dialect eliminates this penalty. Greater than four ranks indicates continued mastery of the language, including older forms of the language.

## LANGUAGE MODIFIERS

Having less than good fluency with a language may impose penalties on a character's interaction skills for unfavorable circumstances, while complete fluency may provide a bonus for favorable circumstances when interacting with speakers of that language likely to be impressed by the character's command of it (at the GM's discretion). A language penalty may also apply to tasks involving reading material in a language, like technical instructions or research materials.

Ranks	Fluency	Modifier
1	Poor	-4
2	Fair	-2
3	Good	+0
4	Complete	+2

## LANGUAGE CHECKS

Normally, there are no Language skill checks. However, Gamemasters may allow a character who knows a number of languages a check to see if the character understands some of an unknown language when encountering it. Make a skill check using Intelligence as the key ability and the number of languages the character speaks as the skill rank. A successful check means the character understands the gist of the communication or gets his meaning across, although it's by no means exact. A failure by 5 or more means a miscommunication or misunderstanding. The DC

of the check is 15 plus the applicable modifier listed below.

Circumstance	DC Modifier
Character knows another language of the same family and the unknown language is widely spoken in the same Tribunal as the known language	+0
Character knows another language of the same family but the unknown language is not generally spoken in the same Tribunal as the known language	+5
Character does not know another language in the same family but the unknown language is widely spoken in the same Tribunal as a known language	+10
Character does not know another language in the same family and the unknown language is not generally spoken in the same Tribunal as any of the character's known languages	+15
Unknown language is using simple words and phrases	-5
Unknown language is using complex or technical words and phrases	+5

For example, let's say a character knows Castilian. This language is spoken in the Iberian Tribunal. If he encounters Portuguese, the DC to understand it will be 15 (Romance language family, both languages are widely spoken in the Iberian Tribunal). If he encounters Norman, the DC is 20 (same language family, but Norman is not generally spoken in the Iberian Tribunal). If he encounters Basque, the DC is 25 (different language family, but Basque is spoken in the Iberian Tribunal). If he encounters Turkish, the DC is 30 (different language family, and Turkish is not generally spoken in the Iberian Tribunal).

## LITERACY

In Mythic Europe, a character is literate in one writing system per rank in Knowledge (artes liberales). Writing systems are normally used for more than one language, but there are exceptions (such as Greek).

## Changing Theurgy Spell Parameters

Normally, when a magus spontaneously casts a spell, that spell conforms completely to the description in the rulebook whence it came. However, the theurgy system is an attempt to represent the spontaneous spellcasting ability of Hermetic magi. Because theurgy spells are created on the spot, they need not conform completely to the spell descriptions found in the rulebooks. Thus, there really should be no “description” that must be adhered to. To make the system a little more free-form, spell parameters can be altered by increasing or decreasing the spell level slot that must be used or the spell point cost that must be paid to cast the spell. Round up the total of the level adjustments before applying it.

For example, let’s say a magus wants to spontaneously cast a *fireball*, but he wants it be in the shape of a cone instead. Furthermore, he wants to eliminate the material component and make it a sonic spell. He also wants to change the applicable saving throw from Reflex to Fortitude. Normally, a sponaneously cast fireball will require a 6<sup>th</sup> level spell slot (or cost 11 spell points). Consulting the table below, we see that we must raise the spell level by two (change area to cone and change type of saving throw). Eliminating a material component that costs less than 1 gp adds no levels. Changing the damage type from one form of energy to another adds no levels. The final spontaneous spell, *sonic blast*, will require an 8<sup>th</sup> level spell slot (or 15 spell points). It will do 5d6 points of sonic damage (since he didn’t raise the number of damage dice).

Here’s another example. A magus wants to spontaneously cast a version of *mage armor*. This would normally require an 2<sup>nd</sup> level spell slot (or cost 3 spell points). Since he’s 20<sup>th</sup> level, he’s not worried about the final cost. First, he eliminates the verbal, somatic, and focus components (adding three levels). Next, he increases the duration by 200%. This adds another two levels. He changes the range from touch to close, adding another level. Now, his spell requires an 8<sup>th</sup> level spell slot (or 15 spell points). He feels that the spell is worth it, because he’s trying to cast it covertly, from a distance, and he needs it to last for at least two days. Notice that the duration was increased by 100% twice. It wasn’t doubled and then doubled again.

The DM must exercise judgment when allowing players to alter basic spells found in the rulebooks for spontaneous casting. As always, the DM can rule that a particular spell along with desired parameter changes is uncastable, especially if ingenious players find a way to “buck the system.” It’s better to give that player extra experience points for stumping the judge than allowing a broken spell to disrupt the game. Also note that these parameter changes only apply to spells that are spontaneously cast using the theurgy magus class special ability. Known spells cannot be altered in this way (but metamagic feats can be used on them).

Parameter Change	Spell Level	Spell Point Cost
<b>Level</b>		
Increase the effective spell level by 1	+1	+2
<b>Components</b>		
Eliminate verbal component	+1	+2
Eliminate somatic component	+1	+2
Eliminate material component (1 gp cost or less)	+0	+0
Eliminate material component (more than 1 gp cost)	+1	+2
Eliminate focus component	+1	+2
Reduce XP cost component by 100 XP	+½	+1
<b>Casting Time</b>		
Reduce an original 2 to 10 round casting time by one round	+1	+2
Reduce an original 2 to 10 minute casting time by one minute	+1	+2

<b>Range</b>		
Increase range (close, medium, or long) by 100%	+1	+2
Increase a fixed range by 100%	+1	+2
Changing range from personal to touch	+1	+2
Changing range from touch to close	+1	+2
Changing range from close to medium	+2	+4
Changing range from medium to long	+2	+4
<b>Area</b>		
Increase numeric measurements of an area by 100%	+3	+6
Change area to target	+2	+4
Change target to area (bolt, cylinder, cone, cubes, or sphere)	+5	+10
Change area to touch or ray (close range)	+2	+4
Change touch or ray to area (bolt, cylinder, cone, cubes, or sphere)	+5	+10
Change target to touch or ray (long range)	+2	+4
Change touch or ray to target	+2	+4
Change area to bolt (5 ft. X 300 ft. or 10 ft. X 150 ft.)	+1	+2
Change area to cylinder (10 ft. radius, 30 ft. high)	+1	+2
Change area to cone (40 ft.)	+1	+2
Change area to four cubes (10 ft.)	+1	+2
Change area to sphere (20 ft. radius)	+1	+2
Add extra target within 300 ft.	+5	+10
<b>Duration</b>		
Increase timed duration by 100%	+1	+2
Make the spell dismissable	+1	+2
<b>Saving Throw</b>		
Change type of saving throw	+1	+2
<b>Spell Resistance</b>		
Gain +1 bonus on caster level check to overcome foe's spell resistance	+1	+2
Gain +1 bonus on caster level check to beat foe's dispel effect	+1	+2
<b>Spell Effects (Damage and Variable)</b>		
Add a purely descriptive or cosmetic effect	+0	+0
Change damage type from one form of energy to another	+0	+0
Change damage from lethal to nonlethal	+1	+2
Increase damage die by one step (d12 maximum)	+5	+10
Increase damage by one die up to maximum listed for spell	+½	+1
Increase damage by one die above maximum listed for spell	+1	+2
Increase all variable, numeric effects by one-half	+2	+4
Increase all variable, numeric effects to maximum	+3	+6
Increase all variable, numeric effects to maximum, then double	+7	+14
<b>Reductions</b>		
Increase casting time from one standard action to one minute	-1	-2
Increase casting time from one round to one minute	-1	-2
Increase casting time from one minute to ten minutes	-1	-2
Add verbal component	-½	-1
Add somatic component	-½	-1
Add material component	-½	-1



# Things Not Included

To keep this paper focused, I will list a few topics that will not be included. These are:

D&D to Ars Magica conversions

Using any more aspects of D&D5E for these rules

Using Mutants and Masterminds for Ars Magica

The purpose of *Liber Icosahedronis* is to run a D&D campaign in the style of Ars Magica, nothing more. I'm putting this section into the document to remind myself not to add needless sections that don't pertain to the main focus of these notes. These other topics are worthy of consideration and expansion, but don't belong in this campaign guide.