

Adventures in Mythic Europe

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OVERVIEW

Adventures in Mythic Europe is a campaign guide for playing the Dungeons & Dragons Fifth Edition game in the Ars Magica Fifth Edition setting of Mythic Europe.

The following sections will act as inserts or additions to sections found in the D&D 5th Edition rule books. Each section can be thought of as a sidebar or series of sidebars that detail certain aspects of the rules as they pertain to Mythic Europe, the Ars Magica campaign setting. Some sections will be more like entire re-writes (like the section on character backgrounds).

This campaign guide assumes that the Dungeon Master has familiarity with D&D 5e and Ars Magica Fifth Edition. In fact, you will need these books:

Dungeons & Dragons 5e Player's Handbook (PHB)

Dungeons & Dragons 5e Dungeon Master's Guide (DMG)

Dungeons & Dragons 5e Monster Manual (MM)

Dungeons & Dragons 5e Xanathar's Guide to Everything (XGtE)

Ars Magica Fifth Edition Core Rulebook (ArM)

and as many other **Ars Magica** game books as you desire. They're excellent.

This document is really just a series of notes and things may not be explained in the kind of detail that gamers are used to when it comes to RPG supplements. But it's free.

I don't believe there is anything in this document that would infringe on any copyright. I encourage any DMs who want to use this to set up a D&D campaign in Ars Magica's Mythic Europe to stock their library with the books I've listed above.

PLAYER'S HANDBOOK 1: CREATING A CHARACTER

CHARACTER TYPES

There are three basic character types in the Mythic Europe setting that transcend class. These character types are: magi, companions, and grogs. A magus must take the Hermetic Magus background and can advance in any of the character classes found in D&D. Companions can take any background except Hermetic Magus. Companions can advance in any of the character classes found in D&D with some restrictions and caveats. There are also three new character classes in this supplement that are suitable for companions. Grog do not take class levels at all; they use existing NPC or "monster" blocks or they can be created by the DM as needed following the rules for NPC or monster creation.

Players should make one magus character and one companion character for use in the campaign. The DM and players should collaborate on the construction of the covenant's grogs. A grog can be played by anyone, including the DM. Grog are not assigned to any particular player.

PLAYER'S HANDBOOK 2: RACES

DESCRIPTORS

All characters must start as human in Mythic Europe. You can use the rules for human characters found in the Player's Handbook or you can take a *descriptor*. A descriptor gives you a +1 bonus to two ability scores, a skill proficiency, and a feat. Players can also make up descriptors, subject to the DM's approval. Simply choose two ability scores (each will be raised by one), one skill, language, or tool proficiency (but not armor or weapon proficiency), and one feat for the character.

Table 1: Descriptors

Descriptor	Bonus	Bonus	Skill	Feat
Alert	+1 Dex	+1 Wis	Perception	Alert
Astute	+1 Int	+1 Wis	Insight	Observant
Athletic	+1 Str	+1 Dex	Athletics	Athlete
Attractive	+1 Con	+1 Cha	Persuasion	Lucky
Charming	+1 Wis	+1 Cha	Persuasion	Actor
Clever	+1 Int	+1 Cha	Deception	Keen Mind
Graceful	+1 Dex	+1 Cha	Performance	Dual Wielder
Imposing	+1 Str	+1 Cha	Intimidation	Inspiring Leader
Intrepid	+1 Con	+1 Wis	Survival	Skulker
Lively	+1 Str	+1 Int	Athletics	Savage Attacker
Resilient	+1 Dex	+1 Con	Acrobatics	Resilient
Resolute	+1 Con	+1 Int	Persuasion	Tough
Stalwart	+1 Str	+1 Wis	Awareness	Durable
Swift	+1 Dex	+1 Int	Athletics	Mobile
Tough	+1 Str	+1 Con	Intimidation	Tavern Brawler

NON-HUMAN RACES

All characters should be human in a Mythic Europe campaign. However, you may want to allow non-human characters. For non-human characters, the player has the option of choosing whether the character is a faerie-blooded human or a highly cognizant faerie (see **Realms of Power: Faerie**). Highly cognizant faeries seek out human companionship so that they can change (i.e., gain character levels, in a game sense). Highly cognizant faeries can actually die though (unless the DM wants to make up other rules for them, in line with what's in **RoP:F**). Faerie-blooded humans can be Hermetic magi, but actual faeries cannot. All characters must have a normal human (or perhaps magus) lifespan, however.

PLAYER'S HANDBOOK 3: CLASSES

THE CLASSES OF MYTHIC EUROPE

All D&D character classes are available in the Mythic Europe campaign setting, but not all character classes are necessarily available to companion characters. Grog are treated as NPCs or monsters and do not technically have character classes.

HERMETIC MAGI

All Hermetic magi have the Hermetic Magus background. All character classes are available to Hermetic magi, however most Hermetic magi will take levels in full spellcasting classes. Hermetic magi can take advantage of the multiclass option detailed in the Player's Handbook.

COMPANIONS

There are two types of companions in the Mythic Europe setting. "Normal" companions are those found in the Ars Magica Core Rulebook. These companion characters typically have no mystical power to speak of. Another type, known as "Mythic Companions" are similar to Hermetic magi and usually take the place of a Hermetic magus character should a player wish to substitute one.

In keeping with the setting, companions should not be overtly "magical" as they typically act as intermediaries between Hermetic culture and the normal medieval world. The table below gives the suggested character classes and archetypes that should be available for companion characters

Table 2: Suggested Classes and Archetypes for Companion Characters

Class	Archetypes
Barbarian	Path of the Berserker
Explorer*	Hunter and Beast Master Ranger Archetypes
Fighter	Champion, Battle Master, Cavalier, and Samurai Martial Archetypes
Monk	Way of the Open Hand, the Drunken Master, and the Kensei Traditions
Rogue	All Rogue Archetypes except Arcane Trickster
Savant*	Artisan, Courtier, and Scholar Archetypes
Warden*	Counselor, Herald, and Bounder Expressions

* New character classes found in this supplement.

There are three new character classes found in this supplement. Explorers are rangers without spells, essentially. Savants are the heroic experts of the campaign world. Wardens are similar to bards, but do not have spellcasting capabilities. The Warden class is found in Adventures in Middle-Earth.

Any character classes and archetypes found in unofficial supplements (like Unearthed Arcana) could also be made available for companion characters. Keep in mind that companion characters are more defined by their background rather than their character class(es).

Mythic Companions are not limited to the classes and archetypes above but are constructed as “normal” D&D characters. Mythic Companions never have The Gift. A player wishing to play a Mythic Companion must do so in lieu of playing a Hermetic magus character. Thus, the player of a Mythic Companion would also construct a normal companion.

GROGS

Grogs are not constructed like player characters but follow the rules for NPCs. In essence, the DM can use existing human templates from D&D to generate statistics blocks for grogs or make their own blocks.

Grogs also don’t advance like normal player characters. They can remain static, like NPCs, or the DM can occasionally raise the statistics of the grogs to represent advancement. For example, the DM might decide to use the NPC templates from the Monster Manual. He could use the Guard (page 347) as the basic grog template, the Veteran for the covenant’s turb captain, and the Knight for an NPC knight assigned to the covenant. Beloved grogs could be elevated to Companion status and given an appropriate number of class levels.

D&D plays very differently from Ars Magica. The playing group will most likely want effective grogs that are, perhaps, almost as competent as the magi and companion characters. There’s no sense in sending grogs with Challenges of 1 on an adventure with a party of 9th level magi and companions. Here’s an easy way to determine the level-equivalency of monsters by their Challenge.

If you consider two characters of equal level to be evenly matched, then it follows that perhaps a character of a certain level and a creature that grants XP equal to the “Deadly” XP limit for a character of that level to be evenly matched (see page 82 in the DMG). As an example, a 1st level character has a “Deadly” XP threshold of 100 XP. This corresponds to the XP granted by defeating a monster with a Challenge of ½. This would indicate that a monster of Challenge ½ is the equivalent of a 1st level character. From here, we can construct a table showing Challenges of monsters and their character level equivalents.

Table 3: Character Level Equivalents of Challenge

Challenge	XP Value	Character Level Equivalent
0	10	0
1/8	25	0
1/4	50	0
1/2	100	1
1	200	2
2	450	3
3	700	4
4	1,100	5 & 6
5	1,800	7
6	2,300	8 & 9
7	2,900	10
8	3,900	11
9	5,000	12 & 13

10	5,900	14 & 15
11	7,200	16
12	8,400	17
13	10,000	18
14	11,500	19
15	13,000	20
+1	+ Variable	+1

Incidentally, you can use this table to award experience for defeating other characters. Just find the character level of the character that was defeated (in the last column) and award the XP amount found in the middle column on the same row.

By using this table, you can assign grogs having appropriate Challenges to the adventuring group. In our example above, with 9th level player characters, you may want the grogs in the party to have Challenges of 5 if you want them slightly less powerful than the PCs or even 6 if you want them to be as powerful as the PCs.

As grogs survive adventures, you can also have them “advance” with the PCs. By using the section entitled “Creating a Monster” in the DMG, you can advance the traits found in the grog stat blocks to make them more powerful and then recalculate their Challenge. Grogs are never awarded XP, this is important to understand. They do not siphon off XP from the PCs, but in this way, they can still advance.

NEW CHARACTER CLASSES

A few new character classes exist in the Mythic Europe campaign setting.

EXPLORER

The explorer is specifically designed as a non-spellcaster ranger for use with companion characters. Hermetic magi, however, can take levels in this class if they so desire.

The explorer is a ranger with the following changes:

1. An explorer has 1d12 hit dice and begins with 12 + Constitution modifier hit points. Hit points at higher levels are 1d12 (or 7) + Constitution modifier.
2. Proficiencies remain the same.
3. Equipment remains the same
4. An explorer gains the barbarian’s Danger Sense class feature at 2nd level. An explorer also gains the fighter’s Action Surge class feature at 2nd level. An explorer does not gain the ranger’s Spellcasting class feature.
5. At 5th level, the explorer gains the barbarian’s Fast Movement class feature.
6. An explorer gains the fighter’s Indomitable class feature at 9th, 13th, and 17th levels. The explorer also gains the fighter’s Action Surge class feature at 17th level.
7. An explorer may take either the Hunter or Beast Master ranger archetype at 3rd level, but not any other ranger archetypes (unless approved by the DM).
8. The multiclassing prerequisites for the explorer class are Dexterity 13 and Wisdom 13. The multiclassing proficiencies are the same as the ranger class.

SAVANT

A savant is an expert, a specialist, a hero that uses their dedication and mastery of skills to win the day. Some are scholars while others are rightfully called virtuosos. Superior artisans and pious men and women of faith are also included in their numbers. While there are many learned men, talented women, hard-working craftsmen, and devout nuns, savants rise above the ranks of the humble and their acumen may even seem supernatural.

When playing a savant, the player should come up with a general concept of exactly how their character has honed their skills in order to make a coherent choice of the tools and skills their character will be proficient in. A savant of intrigue will be very different from a savant of crafting.

CLASS FEATURES

As a savant, you gain the following class features.

Hit Points

Hit Dice: 1d8 per savant level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per savant level after 1st

Proficiencies

Armor: None

Weapons: Simple weapons

Tools: Choose any three from among tools, kits, gaming sets, musical instruments, and vehicles

Saving Throws: Intelligence, Wisdom

Skills: Choose any three

Multiclassing Prerequisites: Intelligence 13 and Wisdom 13

Multiclassing Proficiencies: One skill of your choice, one tool proficiency of your choice.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shortbow or (b) any simple weapon
- A dagger
- An equipment pack appropriate to your savant's concept
- Two toolsets, kits, gaming sets, and/or musical instruments

Table 4: The Savant

Level	Proficiency	
	Bonus	Features
1	+ 2	Expertise, Savant Genius (d6), Unassuming Defense
2	+ 2	Creative Action
3	+ 2	Savant Archetype
4	+ 2	Ability Score Improvement

5	+ 3	Driven, Savant Genius (d8)
6	+ 3	Expertise
7	+ 3	Savant Archetype feature
8	+ 3	Ability Score Improvement
9	+ 4	Infallible (one use)
10	+ 4	Savant Archetype feature, Savant Genius (d10)
11	+ 4	Reliable Talent
12	+ 4	Ability Score Improvement
13	+ 5	Inspiring Genius, Infallible (two uses)
14	+ 5	Superior Talent
15	+ 5	Savant Archetype feature, Savant Genius (d12)
16	+ 5	Ability Score Improvement
17	+ 6	Ultimate Talent, Infallible (three uses)
18	+ 6	Savant Archetype feature
19	+ 6	Ability Score Improvement
20	+ 6	Peerless Master

Expertise

At 1st level, choose two of your skill proficiencies, two of your tool proficiencies, or one skill and one tool proficiency. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or tools) to gain this benefit.

For the purposes of this class feature, “tools” refers to any of the tools, kits, gaming sets, musical instruments, and vehicles that you have proficiency in.

Savant Genius

You can draw upon a well of inner inspiration, channeling your talent to reach magnificent heights of ability. To do so, use a bonus action on your turn. You gain one Genius die, a d6.

Once within the next 10 minutes, you can roll the Genius die and add the number rolled to one ability check you attempt. You can wait until after you roll the d20 before deciding to use the Genius die, but must decide before the Dungeon Master says whether the roll succeeds or fails. Once the Genius die is rolled, it is lost. A creature may have only one Genius die at a time.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses after a long rest.

Your Genius die increases in size when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level and a d12 at 15th level.

Unassuming Defense

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Intelligence modifier + your Wisdom modifier.

Creative Action

Starting at 2nd level, your insightful and unorthodox methods allow you to create opportunities on the battlefield. You can take a bonus action on each of your turns in combat. This action can only be used to take the Disengage, Dodge, or Help action.

Savant Archetype

At 3rd level, you choose an archetype that expresses the true nature of your genius and expertise. Your archetype choice grants you features at 3rd level and then again at 7th, 10th, 15th, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature.

Driven

Beginning at 5th level, you regain all of your expended uses of Savant Genius when you finish a short or long rest.

Infallible

Beginning at 9th level, you can reroll an ability check that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

Reliable Talent

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Inspiring Genius

Being in the presence of greatness can inspire others to reach new heights. At 13th level, you can use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one of your Savant Genius dice.

Once within the next 10 minutes, the creature can roll the Genius die and add the number rolled to one ability check, attack roll or saving throw it attempts. The creature can wait until after it rolls the d20 before deciding to use the Genius die, but must decide before the Dungeon Master says

whether the roll succeeds or fails. Once the Genius die is rolled, it is lost. A creature may have only one Genius die at a time.

Superior Talent

By 14th level, you have refined your chosen skills until they are near perfect. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 14 or lower as a 15.

Once you use this feature, you must finish a short or long rest before you can use it again.

Ultimate Talent

By 17th level, you have refined your chosen skills until they have reached perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 19 or lower as a 20 (but this is not considered a “natural” 20).

Once you use this feature, you must finish a long rest before you can use it again.

Peerless Master

At 20th level, you become a peerless master of your chosen areas of interest. When you roll initiative and have no uses of Savant Genius left, you regain one use. Furthermore, you have advantage on all ability checks that let you add your proficiency bonus.

SAVANT ARCHETYPES

ARTISAN

Artisans are master crafters and are expert tool-users.

Talented Crafter

At 3rd level, choose one set of artisan’s tools that you are proficient with. You have advantage on ability checks using this type of artisan’s tools. For the purposes of the artisan archetype features, this chosen set of artisan’s tools is referred to as “your archetype toolset” in these artisan feature descriptions.

Choose one common, minor magic item from those found on the list provided in Xanathar’s Guide to Everything that could be constructed using your archetype toolset and with the approval of your Dungeon Master. If there is no appropriate item found on this list, then work with your DM to devise one. You may construct that item using the magic item construction rules from the Dungeon Master’s Guide, Xanathar’s Guide to Everything, or your DM’s campaign rules on magic item construction. Once chosen, you may not change the item that you can construct.

For example, if your archetype toolset is weaver’s tools, then you could choose *clothes of mending* from the list found on page 140 of Xanathar’s Guide to Everything. This would be your choice for the Talented Crafter archetype feature and will not change.

Skilled Crafter

At 7th level, choose one uncommon, minor item from those found on the list provided in Xanathar's Guide to Everything that could be constructed using your archetype toolset and with the approval of your Dungeon Master. If there is no appropriate item found on this list, then work with your DM to devise one. You may construct that item using the magic item construction rules from the Dungeon Master's Guide, Xanathar's Guide to Everything, or your DM's campaign rules on magic item construction. Once chosen, you may not change the item that you can construct.

For example, if your archetype toolset is weaver's tools, then you could choose *cloak of the manta ray* from the list found on page 141 of Xanathar's Guide to Everything. This would be your choice for the Skilled Crafter archetype feature and will not change.

You may now also construct any appropriate common, minor magic item that can be constructed with your archetype toolset with DM approval.

Adept Crafter

At 10th level, choose one rare, minor item or one uncommon, major item from those found on the lists provided in Xanathar's Guide to Everything that could be constructed using your archetype toolset and with the approval of your Dungeon Master. If there is no appropriate item found on either list, then work with your DM to devise one. You may construct that item using the magic item construction rules from the Dungeon Master's Guide, Xanathar's Guide to Everything, or your DM's campaign rules on magic item construction. Once chosen, you may not change the item that you can construct.

For example, if your archetype toolset is weaver's tools, then you could choose *portable hole* or *cloak of protection* from the lists found on page 141 or 142 of Xanathar's Guide to Everything. One of these would be your choice for the Adept Crafter archetype feature and will not change.

You may now also construct any appropriate uncommon, minor magic item that can be constructed with your archetype toolset with DM approval.

Master Artisan

At 15th level, choose one very rare, minor item or one rare, major item from those found on the lists provided in Xanathar's Guide to Everything that could be constructed using your archetype toolset and with the approval of your Dungeon Master. If there is no appropriate item found on either list, then work with your DM to devise one. You may construct that item using the magic item construction rules from the Dungeon Master's Guide, Xanathar's Guide to Everything, or your DM's campaign rules on magic item construction. Once chosen, you may not change the item that you can construct.

For example, if your archetype toolset is weaver's tools, then you could choose *slippers of a zephyr* (modeled on *horseshoes of a zephyr*) or *cloak of displacement* from the lists found on page 141, 142, or 143 of Xanathar's Guide to Everything. One of these would be your choice for the Master Artisan archetype feature and will not change.

You may now also construct any appropriate rare, minor magic item that can be constructed with your archetype toolset with DM approval.

Grandmaster Artisan

At 18th level, you are the world's most skilled and talented artisan in your area of concentration. Whenever you make an ability check using your archetype toolset, you can treat a d20 roll of 19 or lower as a 20 (but this is not considered a "natural" 20).

At 18th level, choose one legendary, minor item or one very rare, major item from those found on the lists provided in Xanathar's Guide to Everything that could be constructed using your archetype toolset and with the approval of your Dungeon Master. If there is no appropriate item found on either list, then work with your DM to devise one. You may construct that item using the magic item construction rules from the Dungeon Master's Guide, Xanathar's Guide to Everything, or your DM's campaign rules on magic item construction. Once chosen, you may not change the item that you can construct.

For example, if your archetype toolset is weaver's tools, then you could choose *sovereign thread* (modeled on *sovereign glue*) or *carpet of flying* from the lists found on page 142, 144, or 145 of Xanathar's Guide to Everything. One of these would be your choice for the Grandmaster Artisan archetype feature and will not change.

You may now also construct any appropriate very rare, minor magic item that can be constructed with your archetype toolset with DM approval.

COURTIER

Courtiers are experts in the arts of influence and intrigue.

Skilled Orator

Beginning when you choose this archetype at 3rd level, choose a skill from the following list: Deception, Insight, Intimidation, or Persuasion. You have advantage on ability checks when using the chosen skill.

Also, any Wisdom (Insight) checks made against you suffer disadvantage.

Master Manipulator

At 7th level, the courtier gains an almost supernatural ability to influence the actions of others. Choose from among the following spells each time you wish to invoke this feature: *calm emotions*, *enthrall*, or *suggestion*. The courtier may invoke a non-magical effect that mimics the chosen spell. You do not need the material components listed for the spell (if any).

Once you use this feature, you must finish a short or long rest before you can use it again.

Wise Counsel

At 10th level, you may invoke a non-magical effect that mimics the *skill empowerment* spell (from Xanathar's Guide to Everything) but you may only grant expertise in the following skills: Deception, Insight, Intimidation, and Persuasion. The target must be one creature other than yourself. The target must be proficient in the skill as stated in the spell's description.

Once you use this feature, you must finish a short or long rest before you can use it again.

Smooth-Tongued Eloquence

At 15th level, you may invoke a non-magical effect that mimics the *glibness* or *mass suggestion* spell. You can choose either spell each time you use this feature. You do not need the material components listed for the spell (if any).

Once you use this feature, you must finish a long rest before you can use it again.

Prime Minister

At 18th level, whenever you make an ability check for the skill you chose at 3rd level for the Skilled Orator feature, you can treat a d20 roll of 19 or lower as a 20 (but this is not considered a "natural" 20).

Also, at 18th level, you may invoke a non-magical effect that mimics the *mind blank* spell. Once you use this effect, you must finish a long rest before you can use it again.

SCHOLAR

Scholars focus their genius on academic subjects.

Academic Concentration

Beginning when you choose this archetype at 3rd level, choose one skill from the following list: Arcana, History, Investigation, Medicine, Nature, or Religion. You have advantage when making ability checks using the chosen skill.

Well-Educated

At 7th level, the scholar has become so well educated that they always seem to have some knowledge on just about every subject. Choose from among the following spells each time you wish to invoke this feature: *augury*, *comprehend languages*, *divination*, *identify*, or *locate animals or plants*. You may invoke a non-magical effect that mimics the chosen spell. You do not need the material components listed for the spell (if any).

Once you use this feature, you must finish a short or long rest before you can use it again.

Sage Advice

At 10th level, you know a little bit about a lot of subjects and are able to aid others in applying their own knowledge. Choose one creature other than yourself. You may invoke a non-magical effect

that mimics the *skill empowerment* spell (from Xanathar's Guide to Everything) targeting the chosen creature. The target must be proficient in the skill as stated in the spell's description.

Once you use this feature, you must finish a short or long rest before you can use it again.

Higher Education

At 15th level, the scholar's command of knowledge is vast and varied. Choose one of the following spells: *commune*, *find the path*, or *legend lore*. The scholar may invoke a non-magical effect that mimics the chosen spell. You do not need the material components listed for the spell (if any).

Once you use this feature, you must finish a short or long rest before you can use it again.

Savant-Sage

At 18th level, you are the world's foremost authority in your area of concentration. Whenever you make an ability check for the skill you chose for your Academic Concentration feature, you can treat a d20 roll of 19 or lower as a 20 (but this is not considered a "natural" 20).

Furthermore, you may know facts about your area of concentration that would be impossible for others to know. By making a DC 40 ability check using the skill you chose for your Academic Concentration feature, the DM will reveal one important, impossible-to-know fact about a subject in your specialty area.

For example, knowledge concerning the method of destruction of an evil artifact may be nonexistent in the game world because the last remaining scroll containing this information was destroyed in a library fire. If your area of concentration were Arcana and if you succeed on a DC 40 skill check, you would know how to destroy the evil artifact.

WARDEN

The warden is a bard-like non-spellcaster character derived from the class found in *Adventures in Middle-Earth* of the same name. It is specifically designed for companion characters, but Hermetic magi may take levels in this class if they desire.

CLASS FEATURES

As a warden, you gain the following class features.

Hit Points

Hit Dice: 1d10 per warden level

Hit Points at 1st level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per warden level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, longswords, shortswords

Tools: Two musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Persuasion, choose any other two

Multiclassing Prerequisites: Dexterity 13 and Charisma 13

Multiclassing Proficiencies: Light armor, medium armor, shields, simple weapons, Persuasion skill, one musical instrument of your choice.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) a shortsword, (b) a longsword, or (c) any simple weapon
- (a) a diplomat's pack or (b) an explorer's pack
- (a) a shield or (b) a musical instrument

Table 5: The Warden

Level	Proficiency	
	Bonus	Features
1	+ 2	Warden's Inspiration (d6), Ever Watchful
2	+ 2	Jack of All Trades, Campfire Tales (d6)
3	+ 2	Talented, Warden Expression
4	+ 2	Ability Score Improvement
5	+ 3	Warden's Inspiration (d8), Dauntless
6	+ 3	Distraction
7	+ 3	Expression Feature
8	+ 3	Ability Score Improvement

9	+ 4	Campfire Tales (d8)
10	+ 4	Talented, Warden's Inspiration (d10)
11	+ 4	Expression Feature
12	+ 4	Ability Score Improvement
13	+ 5	Campfire Tales (d10)
14	+ 5	Self-Inspiration
15	+ 5	Expression Feature, Warden's Inspiration (d12)
16	+ 5	Ability Score Improvement
17	+ 6	Campfire Tales (d12)
18	+ 6	Commanding Voice
19	+ 6	Ability Score Improvement
20	+ 6	Superior Inspiration

Warden's Inspiration

You can inspire others through stirring words, through music or by your presence alone. To do so, use a bonus action on your turn. Choose one creature other than yourself that is within 60 feet of you and who can hear you. That creature gains one Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the Inspiration die and add the number rolled to one ability check, attack roll or saving throw it attempts. The creature can wait until after it rolls the d20 before deciding to use the Inspiration die, but must decide before the Dungeon Master says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A creature may have only one Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses after a long rest.

Your Inspiration die increases in size when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level and a d12 at 15th level.

Ever Watchful

Wardens make a point of keeping up with the latest news both local and from afar, as well as making an effort to know the wise and the powerful. If you can freely travel about an area talking with locals and passing travelers for a few hours, you can make a DC 12 Intelligence (Investigation) ability check with advantage. Success indicates that you hear all the latest useful rumors, including news of trouble. Failure means you hear all the latest rumors and news, but cannot discern the true from the false. On a success, you can also glean the names, whereabouts and general appearances of all local influential individuals, households and factions, as well as what livery, colors and heraldry they typically bear, if any.

Jack of All Trades

Wardens tend to know a little bit about everything. Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Campfire Tales

Beginning at 2nd level, you can help revitalize your wounded allies during a short rest. If you tell tales during a short rest, then you and any nearby friendly creatures listening to your tales gain an additional 1d6 hit points per Hit Die spent. The number of extra hit points gained increases as you gain Warden levels: to 1d8 at 9th level, to 1d10 at 13th level and to 1d12 at 17th level.

Talented

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Warden Expression

Also at 3rd level, you choose the way in which your Warden talents will express themselves. Choose Counselor, Herald or Bounder (all three are detailed at the end of the class description). Your choice of expression grants you features at 3rd level and then again at 7th, 11th and 15th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature.

Dauntless

Beginning at 5th level, you regain all of your expended uses of Warden's Inspiration when you finish a short or long rest.

Distraction

At 6th level, you can use your sharp wit and knowledge of the terrain to distract, confuse and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check or a damage roll, you can use your reaction to expend one of your uses of Warden's Inspiration, rolling an Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the Dungeon Master determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it cannot hear you or if it is immune to being charmed.

Self-Inspiration

Starting at 14th level, when you make an ability check, you can expend one use of Warden's Inspiration. Roll an Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the Dungeon Master tells you whether you succeed or fail.

Commanding Voice

At 18th level you are amongst the greatest Wardens in the world. You may replace any Charisma check you make with a 15 (before adding modifiers). You may do this a number of times equal to your Charisma modifier. You regain any expended uses when you finish a long rest.

Superior Inspiration

At 20th level, when you roll initiative and have no uses of Warden's Inspiration left, you regain one use.

WARDEN EXPRESSIONS

COUNSELOR

Your voice is your weapon. You have the ear of heroes and lords, and can accomplish more with a whispered word than with a drawn sword.

Bonus Proficiency

When you choose this expression at 3rd level, you gain proficiency in a single Charisma or Wisdom skill of your choice.

Discourse

Also starting at 3rd level, through carefully chosen words and the force of your personality, you have an uncanny ability to lower the guard of potential enemies and sway them towards parley instead of violence. Choose one creature within earshot and make a Charisma check with advantage. Your opponent may make a Wisdom saving throw. If you succeed, then that creature is considered friendly towards you.

The skill you use for this Charisma check depends on the type of discourse that you wish to engage in: if you are trying to trick your opponent then you use Deception; if you are using your strength of arms to make your enemy stand down then you use Intimidation; if you are trying to convince a neutral party to join you then you use Persuasion; and if you simply wish to occupy your opponent's attention for a while then you use Performance. In short, any Charisma-based skill can be used as long as there is a reasonable basis.

A friendly creature actively tries to help you so long as it or its allies aren't threatened; any attack against a friendly creature or its allies obviously ends the discourse! If you ask a friendly creature to commit a deed that goes against its nature, do something that would force it to defy its orders, or otherwise upset someone above it, then at the Dungeon Master's discretion it is allowed to make another Wisdom saving throw. It takes a lot out of you to think quickly and find the best words to lower your opponent's guard. Once this feature is used, it cannot be used again until you have taken a short rest.

Worthy Counsel

By 7th level, you are particularly good at giving advice. When you grant a creature an Inspiration die, if they use it to make an ability check following your guidance, they also have advantage on the roll. Alternatively, you can give bad counsel, and give them disadvantage on the roll, but only if the creature already trusts you and accepts your advice at face value.

Anticipate

At 11th level, your knowledge and experience almost give you a sixth sense when it comes to anticipating things that might go wrong. Once per long rest, if you have spent at least half an hour pondering a course of action, the Dungeon Master gives you some insight on one or more likely problems with your contemplated course of action. This could be a particularly stubborn diplomat, an insufficient number of troops to accomplish a goal or even the lack of an ally's resolve to see a plan through.

This feature does not give you access to any information that you would not reasonably know beforehand.

For example, if your enemy secretly bolstered his troops with mercenaries, then you would not have access to that knowledge; however, the Dungeon Master may inform you that your enemy would never make a move against you at his current strength, so the fact that he is moving against you must mean that something has changed, something that is likely to impact your own forces.

Embassy

At 15th level, you are widely respected. No matter how hostile an enemy, your summons will bring that enemy to the negotiating table to hear your pleas or proposals. This is done under a flag of truce and there will be no deception on the part of those whom you have summoned. During this period of negotiation (usually about an hour) you have advantage on any ability checks made against your enemy.

While this may not result in the enemy agreeing to your demands, you may have at least bought some time to get better prepared or learn more about your foe. Note that even the forces of the Infernal will heed such a summons. Though they may choose to spend the hour mocking you, you can still glean much between their threats and insults.

You can only enforce an audience with an enemy once during any particular adventure, although the Dungeon Master may waive this limitation for particularly complex plots or long wars.

HERALD

Heralds are warriors as well as scholars, advocating for a cause that can motivate others and fighting for their beliefs. Heralds seek to witness great deeds of valor first hand and sing of what they have seen to others, to inspire them in turn.

Bonus Proficiencies

When you choose this expression at 3rd level, you gain proficiency in heavy armor and martial weapons.

Songs of Slaying

The songs of battle resound where Heralds are present. Also starting at 3rd level, you may expend one of your Warden's Inspiration dice to give all of your allies within 30 feet an additional d4 on their next attack roll. Alternatively, any creature that has one of your Warden's Inspiration dice may roll the die and add the number rolled to a weapon damage roll that they just made.

Extra Attack

Starting at 7th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Break Resolve

At 11th level, your steely gaze causes lesser foes to falter before you. As an action, you may attempt to instill fear in one creature within 30 feet of you that can see you by making a DC 15 Charisma (Intimidation) check. The affected creature must make a Wisdom saving throw (DC equals the result of your Charisma check) or gain the Frightened condition. You may use this ability only once, regaining it after a short rest.

An End Worthy of Song

At 15th level, your stirring words help your allies stand against any challenge, even if it is to be their last stand. As an action, you can speak words of hope and valor that move you and all of your allies within 30 feet, granting each of you a +2 bonus on all attack rolls, a pool of temporary hit points equal to your Warden level and immunity to being Frightened. This effect lasts a number of rounds equal to your Charisma modifier +1 (minimum of 1).

You must take a long rest in a Hermetic covenant (or equivalent) before you can use this ability again.

BOUNDER

Bounders protect the simple folk so they can go about their lives untroubled by the dangers of the untamed wilderness. To walk the path of the Bounders is to be forever on the edge of the wild, patrolling where the tilled green fields meet the edge of dark forests. Bounders are resilient and near tireless guardians, who stay in the darkness, that others may thrive in the light.

Guardian

Starting at 3rd level when you choose this expression, when a creature you can see attacks a target within 5 feet of you (other than yourself), you can use your reaction to impose a disadvantage on the attack roll.

Bonus Proficiencies

When you choose this expression at 3rd level, you gain proficiency in martial weapons.

Ceaseless Guard

At 7th level, you can use your reaction in order to interpose yourself in front of an attack meant for another. You make a Dexterity saving throw with a DC equal to the enemy's attack roll. If you succeed, the attack is automatically directed at you. If the ally you're trying to protect has one of your Warden's Inspiration dice, you may roll that die and add it to your AC against this attack only.

A Creature of Stone and Steel

At 11th level, you have been pounded into unyielding iron. You gain a permanent pool of temporary hit points equal to 12 + your Constitution modifier. This pool replenishes after finishing a long rest.

Unyielding Guard

Starting at 15th level, your skill at protecting yourself and others reaches its zenith. You can use your action to utterly thwart your enemies. Choose any number of opponents within 10 feet of you whose total Hit Dice are equal to or less than your own number of Hit Dice. For the following round, these opponents do not roll their attack dice – all of their attacks automatically miss. You cannot use this ability again until you've taken a short or long rest.

PLAYER'S HANDBOOK 4: PERSONALITY AND BACKGROUND

ALIGNMENTS

The D&D alignment system does not exist in the Ars Magica game. Ars Magica uses personality traits to describe characters. However, since you'll be playing D&D, use the D&D alignment system or one of your own devising.

LANGUAGES

Consult the Ars Magica rulebooks detailing the tribunals for more information on languages available in the campaign. Latin is the "Common" of the Order of Hermes.

Any languages that come up from the D&D rules can be handled case-by-case. There can be non-human languages, but any apparent faerie languages will probably just be glamour.

BACKGROUNDS

You can certainly use the backgrounds found in the D&D rulebooks. However, backgrounds are the one thing that are meant to be created for each campaign setting by the DM. Mythic Europe needs to have its own backgrounds, distinct from those found in D&D. Luckily, Ars Magica has many Social Status Virtues that can be used as models.

Each Ars Magica Social Status becomes a D&D background. Using the guidelines in the PHB (page 126), each background is given two skills and two additional proficiencies (tools, musical instruments, languages, etc.). Have the player choose two personality traits, one ideal, one bond, and one flaw from among the backgrounds in the PHB (the player can mix and match, they all need not come from the same background, but can). For each of the backgrounds below, consult ArM for more details. Below is a bare-bones assessment of all Social Statuses found in the core rulebook.

BRANDED CRIMINAL

Skill Proficiencies: Deception, Stealth.

Tool Proficiencies: One type of gaming set, thieves' tools.

Languages: Your native language.

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

Feature: Criminal Contact (as Criminal in the PHB, page 129).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook. The traits found in the Criminal background in the Player's Handbook may be particularly suitable.

CLERK

Skill Proficiencies: History, Religion.

Tool Proficiencies: Calligrapher's supplies.

Languages: Your native language and Latin (or another scholarly language).

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

Feature: Academic Hospitality (like the Folk Hero's Rustic Hospitality in the PHB on page 131, but for academic folk).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook.

COVENFOLK

Skill Proficiencies: Choose any two skill proficiencies.

Tool Proficiencies: Choose one proficiency in a set of tools, a kit, a musical instrument, or vehicles (choose land or water).

Languages: Your native language and one other language of your choice.

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

Feature: Covenant Membership (similar to the Guild Artisan's Guild Membership in the PHB on page 133 but pertains to an Order of Hermes covenant).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook.

CRAFTSMAN

Skill Proficiencies: Insight, Persuasion.

Tool Proficiencies: One type of artisan's tools.

Languages: Your native language and one other language of your choice.

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

Feature: Guild Membership (as Guild Artisan in the PHB, page 133).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook. The traits found in the Guild Artisan background in the Player's Handbook may be particularly suitable.

CUSTOS

Skill Proficiencies: Choose any two skill proficiencies.

Tool Proficiencies: One type of gaming set.

Languages: Your native language and one other language of your choice.

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

Feature: Covenant Membership (similar to the Guild Artisan's Guild Membership in the PHB on page 133 but pertains to an Order of Hermes covenant).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook.

FAILED APPRENTICE

Skill Proficiencies: Arcana, Investigation.

Tool Proficiencies: Alchemist's supplies.

Languages: Your native language and Latin.

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

Feature: Magical Contact (like the Criminal's Criminal Contact in the PHB on page 129, but the contact is part of the magical world, perhaps your former master).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook.

Special: Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You know one cantrip from the spell list of that class. Your spellcasting ability depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

GENTLEMAN/WOMAN

Skill Proficiencies: History, Persuasion.

Tool Proficiencies: One type of gaming set or a musical instrument.

Languages: Your native language and one other language of your choice.

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

Feature: Position of Privilege (as Noble in the PHB, page 135).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook. The traits found in the Noble background in the Player's Handbook may be particularly suitable.

KNIGHT

Skill Proficiencies: Athletics, Intimidation.

Tool Proficiencies: One type of gaming set.

Languages: Your native language and one other language of your choice.

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

Feature: Choose either Position of Privilege or Retainers (as Noble in the PHB, page 135).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook. The traits found in the Noble background in the Player's Handbook may be particularly suitable.

LANDED NOBLE

Skill Proficiencies: Insight, Persuasion.

Tool Proficiencies: One type of gaming set.

Languages: Your native language and one other language of your choice.

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

Feature: Position of Privilege (as Noble in the PHB, page 135).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook. The traits found in the Noble background in the Player's Handbook may be particularly suitable.

MAGISTER IN ARTIBUS

Skill Proficiencies: History, Religion.

Tool Proficiencies: None.

Languages: Your native language, Latin, and one other language of your choice.

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

Feature: Researcher (as Sage in the PHB, page 138).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook. The traits found in the Sage background in the Player's Handbook may be particularly suitable.

MENDICANT FRIAR

Skill Proficiencies: Insight, Religion.

Tool Proficiencies: None.

Languages: Your native language and two other languages of your choice.

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

Feature: Discovery (as Hermit in the PHB, page 134).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook. The traits found in the Acolyte and Hermit backgrounds in the Player's Handbook may be particularly suitable.

MERCENARY

Skill Proficiencies: Athletics, Intimidation.

Tool Proficiencies: One type of gaming set, vehicles (land).

Languages: Your native language and a smattering of insults from two other languages.

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

Feature: Military Rank (as Soldier in PHB, page 140).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook. The traits found in the Soldier background in the Player's Handbook may be particularly suitable.

MERCHANT

Skill Proficiencies: Insight and either Deception or Perception.

Tool Proficiencies: Vehicles (land).

Languages: Your native language and one other language of your choice.

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

Feature: Guild Membership (as Guild Merchant in the PHB, page 133).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook. The traits found in the Guild Artisan background in the Player's Handbook may be particularly suitable.

OUTCAST

Skill Proficiencies: Choose any two skill proficiencies.

Tool Proficiencies: Choose one proficiency in a set of tools, a kit, a gaming set, a musical instrument, or vehicles (choose land or water).

Languages: Your native language and one other language of your choice.

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

Feature: Outcast Contact (like the Criminal's Criminal Contact in the PHB on page 129 but the contact is another outcast or group of outcasts).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook. The traits found in the Urchin background in the Player's Handbook may be particularly suitable.

OUTLAW

Skill Proficiencies: Intimidation, Survival.

Tool Proficiencies: Choose two proficiencies from this list: disguise kit, forgery kit, herbalism kit, poisoner's kit, and thieves' tools.

Languages: Your native language.

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

Feature: Criminal Contact (as Criminal in the PHB, page 129).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook. The traits found in the Criminal background in the Player's Handbook may be particularly suitable.

OUTSIDER

Skill Proficiencies: Insight, Perception.

Tool Proficiencies: Choose one set of artisan's tools.

Languages: Your native language and the language of the majority population of your area.

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

Feature: Cultural Hospitality (like the Folk Hero's Rustic Hospitality in the PHB on page 131, but for other members of your culture).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook.

PEASANT

Skill Proficiencies: Animal Handling, Survival.

Tool Proficiencies: One type of artisan's tools, vehicles (land).

Languages: Your native language.

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

Feature: Rustic Hospitality (as Folk Hero in the PHB, page 131).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook.

PRIEST

Skill Proficiencies: Insight, Religion.

Tool Proficiencies: None.

Languages: Your native language, Latin, and one other language of your choice.

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

Feature: Shelter of the Faithful (as Acolyte in the PHB, page 127).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook. The traits found in the Acolyte background in the Player's Handbook may be particularly suitable.

REDCAP

Skill Proficiencies: Arcana, Survival.

Tool Proficiencies: None.

Languages: Your native language, Latin, and one other language of your choice.

Equipment: A set of traveler's clothes, a set of Redcap clothes, an enchanted device that aids you in your duties, and a belt pouch containing 15 gp.

Feature: Wanderer (as Outlander in the PHB, page 136).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook.

Special: You possess a magic item. Choose one magic item from those listed on Magic Item Table A or Magic Item Table B in the DMG, page 144.

WANDERER

Skill Proficiencies: Persuasion, Survival.

Tool Proficiencies: None.

Languages: Your native language and two other languages of your choice.

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

Feature: Wanderer (as Outlander in the PHB, page 136).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player's Handbook. The traits found in the Outlander background in the Player's Handbook may be particularly suitable.

WISE ONE

Skill Proficiencies: Arcana, Medicine.

Tool Proficiencies: Herbalism kit.

Languages: Your native language.

Equipment: An article or token that pertains to your “magic,” a set of common clothes, and a belt pouch containing 10 gp.

Feature: Discovery (as Hermit in the PHB, page 134).

Suggested Characteristics: Choose two personality traits, one ideal, one bond, and one flaw from among those in the backgrounds found in the Player’s Handbook.

Special: Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You know one cantrip from the spell list of that class. Your spellcasting ability depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

The Hermetic Magus background is special and can only be taken by Hermetic Magus characters. Hermetic magi that have passed their Gauntlet should be at least 5th level. Apprentices are 1st through 4th level characters and do not have the Parma Magica feature listed for this background.

HERMETIC MAGUS

Skill Proficiencies: Arcana, Investigation.

Tool Proficiencies: Alchemist’s supplies.

Languages: Your native language and Latin.

Equipment: A set of clothes (your choice), alchemist’s supplies, and a belt pouch containing 15 gp.

The Gift

You have The Gift which gives you the ability to work Hermetic Magic. However, you have disadvantage on all Charisma ability checks (but not attack rolls or saving throws based on Charisma). Taking the Gentle Gift feat eliminates this penalty.

Parma Magica

You know the Parma Magica ritual. The Parma Magica grants you powerful protection against magic. First, you have advantage on saving throws against spells and other magical effects and spell attacks have disadvantage against you (cf., Spellguard Shield, DMG, page 201). Secondly, you have proficiency in saving throws against spells and other magical effects and you add your proficiency bonus to your AC when you are the target of a magical attack. Third, you are protected against the effects of The Gift in others. Fourth, if you are the target of a spell that causes half damage on a successful save, you suffer no damage if you are successful on the save. Lastly, you may extend this protection to a number of other beings equal to your proficiency bonus minus two. If you extend your Parma Magica, you and other protected beings do not gain the benefit of proficiency in saving throws against spells or the AC bonus against magical attacks granted by this ritual.

Hermetic Magic

Each Hermetic magus gains additional spellcasting that represents Hermetic magic. This is in addition to any spellcasting granted by class abilities. Hermetic Magic uses the spell point rules found in the DMG. The table below shows the spell points, spells known, and spell level limits for

the Hermetic magus. As shown below, a 1st level Hermetic magus gains two cantrips, gains four spells known and has four spell points. Any spell can be chosen from the D&D character spell lists except those which violate the Limits of Magic (see **The Limits of Magic**). The character class(es) of the Hermetic magus have no bearing on this spell selection (but a Hermetic magus must follow the limitations of any spellcasting classes when choosing spells as part of class spellcasting abilities). As the Hermetic magus advances in character level, they automatically receive the new spell point total appropriate to their character level and gain one additional known spell per level. Unlike character classes that allow spells to be swapped out upon advancing a level, like sorcerer, the Hermetic magus cannot change spells. Consult the DMG for the rules governing spellcasting via the spell point system (especially the rule for 6th level and higher spells). Furthermore, Hermetic magi can cast any Hermetic spells they know as a ritual if the spell has the ritual tag.

Table 6: Hermetic Magic

Character Level	Spell Points	Cantrips Known	Spells Known	Spell Level Limit	Character Level	Spell Points	Cantrips Known	Spells Known	Spell Level Limit
1	4	2	4	1st	11	73	4	14	6th
2	6	2	5	1st	12	78	4	15	6th
3	14	2	6	2nd	13	83	4	16	7th
4	17	3	7	2nd	14	88	4	17	7th
5	27	3	8	3rd	15	94	4	18	8th
6	32	3	9	3rd	16	100	4	19	8th
7	38	3	10	4th	17	107	4	20	9th
8	44	3	11	4th	18	114	4	21	9th
9	57	3	12	5th	19	123	4	22	9th
10	64	4	13	5th	20	133	4	23	9th

The spellcasting ability for Hermetic magic should be Constitution, however in order to stave off the problem of needing multiple good ability scores, the spellcasting ability for Hermetic magic will be the highest ability score of the character. This means that:

Hermetic spell save DC = 8 + character's proficiency bonus + character's ability score modifier of their highest ability.

Hermetic spell attack modifier = character's proficiency bonus + character's ability score modifier of their highest ability.

A Hermetic magus that takes class levels in spellcasting classes, which most are likely to do, are assumed to be advancing their magical arts beyond this normal advancement provided by the Hermetic Magus background. Known Hermetic spells gained from this background can be cast with spell slots gained from the spellcasting classes. Furthermore, any known or prepared spells that a Hermetic magus gains from spellcasting classes can be cast using the spell points that come from this background. Both the Spellcasting and Pact Magic class features are covered by this rule. In other words, Hermetic magic "stacks" with spellcasting. Use the normal multiclassing rules to determine how the Spellcasting and Pact Magic interact. Count Hermetic magic as another source of known spells and allow spell points to be used to create spell slots for any of

the character's spellcasting classes. For the purposes of class abilities (like a paladin's Divine Smite or a ranger's Primeval Awareness), spell slots created by Hermetic magic do not count as "class spell slots." Note that as far as the game setting is concerned, all spells cast by the Hermetic magus are considered to be aligned to the Magic realm, unless the DM rules otherwise.

Spontaneous Magic

Hermetic magi can also cast spells that they do not know or do not have prepared. First, the spell has to be a spell they could have access to as a Hermetic magus. Secondly, they need to be able to cast spells having a spell level that is twice the actual spell level of the spell in question. If both of these conditions are met, the spell can, in theory, be cast spontaneously. To cast the spell, they must expend their Inspiration and use spell points to create a spell slot equal to twice the level of the spell they wish to cast (they may also use a spell slot equal to twice the level of the spell they wish to cast, if they have a "normal" spell slot to spend from class spellcasting). A cantrip can be cast spontaneously by using a 1st level spell slot. For the purposes of the spell's effects, consider the spell slot used to be the same as the spell's level. For example, if a magus wanted to spontaneously cast a *burning hands* spell, this spell would require a 2nd level spell slot (since it is a 1st level spell and the spell slot used must be twice the spell's level). However, the effects of the spell would be as if a 1st level spell slot were used (so damage would be 3d6 fire damage, not 4d6 as if a "real" 2nd level spell slot were used). If the magus wanted to cast a *burning hands* spell that does 4d6 damage (i.e., it would normally use a 2nd level spell slot), they would have to cast the spell with a 4th level spell slot (double the 2nd level spell slot). If the character were unable to cast 4th level spells, then they wouldn't be able to spontaneously cast a 2nd level version of *burning hands*.

Hermetic House

You are a member of one of the twelve Houses of Hermes. You can roll on the following table to determine your House or choose one that best fits your character concept.

Table 7: Hermetic House Benefits

d12	House	Benefit
1	Bjornaer	Heartbeast feature (as described below)
2	Bonisagus	Expertise (Arcana) or Expertise (Persuasion) as the rogue class feature
3	Criamon	The Enigma (as described below)
4	Ex Miscellanea	Magical Tradition (as described below)
5	Flambeau	Elemental Adept feat (choosing fire as the damage type is typical)
6	Guernicus	Position of Privilege (as noble) or Expertise (Insight) as the rogue class feature
7	Jerbiton	Skilled feat (Performance, musical instruments, and art tool sets usually chosen).
8	Mercere	Healer feat or Keen Mind feat
9	Merinita	Faerie Magic feature (as described below)
10	Tremere	Certamen Expert (as described in "Certamen" below)
11	Tytalus	Lucky feat or Actor feat
12	Verditius	Verditius Magic (as described below)

Bjornaer Benefit: Heartbeast

The player chooses a Heartbeast for their Bjornaer character, subject to the following restrictions:

1. The Heartbeast must have the 'beast' category in D&D.
2. The Heartbeast must be large size or smaller.
3. The Heartbeast must be an animal that exists in the medieval real world and cannot be the giant form of a real world animal (in other words, the Monster Manual entry cannot start with the word "Giant"). The Heartbeast cannot be a Swarm (but this should be obvious).
4. The Heartbeast cannot have a Challenge Rating greater than 1.
5. Just to address this (because it's different from Wild Shape), the Heartbeast can have a fly speed and/or a swimming speed.

A Bjornaer can change into (and out of) the Heartbeast form by taking an action. The hero's equipment does not meld into the form, so it must be left behind when assuming the form of the animal. After assuming human form, all equipment must be donned again. The Bjornaer cannot cast spells while in the form of the Heartbeast unless they have the ability to cast a spell without verbal or somatic components. While in Heartbeast form, adhere to the first four points in the Druid class description of wild shape. The fifth (the ability to meld equipment) is not possible.

Bjornaer magi can never take a familiar.

Criamon Benefit: The Enigma

The House Criamon benefit grants a number of unusual abilities to the Hermetic magus. First, the Criamon magus adds his or her proficiency bonus to all ability checks that relate to solving riddles, figuring out conundrums, interpreting dreams, or understanding strange phenomena. The DM decides when a situation comes under the purview of this benefit but use of this benefit should be allowed when the character could be reasonably expected to have some mysterious insight into a situation, even if the player does not. As one example, Criamon magi should add their proficiency bonus to the Intelligence check to escape the 8th level *maze* spell. Secondly, a Criamon magus gains the Portent wizard class feature found in the School of Divination arcane tradition description (PHB, page 116). If the character actually becomes a diviner and gains it again, they have two uses of it. Third, a Criamon magus may add or subtract a number up to their character level when determining a random magical result that is rolled with percentile dice (or if the DM chooses to use a percentile determination). This would affect such rolls as those made on the Wild Magic Surge table (PHB, page 104) or the tables for magical items such as the Wand of Wonder (DMG, page 212), Bag of Beans (DMG, page 153), Efreeti Bottle (DMG, page 167), Iron Flask (DMG, page 178), and other such tables (but not on tables to determine the exact type of magic item that is to be included in a hoard, such as the Horn of Valhalla entry). Fourth, the Criamon character gains the Discovery feature as detailed in the hermit background (PHB, page 134). Lastly, Criamon magi have a harder time avoiding Twilight, but an easier time making sense of it (see **Warping and Twilight**).

Ex Miscellanea Benefit: Magical Tradition

Magi ex Miscellanea choose one feat from the following list to represent their particular magical tradition. The player may choose Elemental Adept, Healer, Mage Slayer, Magic Initiate, Ritual Caster, Spell Sniper, or War Caster for their Hermetic magus.

Merinita Benefit: Faerie Magic

All Merinita magi have been touched by the realm of Faerie. This manifests as a demi-human related racial trait. The player randomly determines the trait by rolling a d12 and accepting the result on the table or chooses one trait from entries 1 through 11 from the table below. Note, you cannot choose result '12'; this result can only come from a random roll.

Table 8: Merinita House Benefits

d12	Feature	Description
1	Brave	As the halfling racial trait
2	Cantrip	As the high elf racial trait
3	Damage Resistance	As the dragonborn racial trait
4	Darkvision	As the dwarf or elf racial trait
5	Drow Magic	As the drow elf racial trait
6	Dwarven Resilience	As the dwarf racial trait
7	Fey Ancestry	As the elf racial trait
8	Lucky	As the halfling racial trait
9	Mask of the Wild	As the wood elf racial trait
10	Speak with Small Beasts	As the forest gnome racial trait
11	Tinker	As the rock gnome racial trait
12	Choose two traits	Choose two traits from entries 1 through 11 on this table

Magi of House Merinita also have special Range, Duration, and Target options when altering spells.

Verditius Benefit: Verditius Magic

Verditius magi gain the Artificer's Lore and Tinker traits (as a rock gnome). They may use any set of artisan's tools in which they are proficient as a spellcasting focus for all of their spells. Also, all spells cast by a Verditius magus, regardless of whether they are spells derived from the Hermetic Magic feature of this background or from class spellcasting or pact magic abilities always require the use of a spellcasting focus, even if the spell in question doesn't normally have a material component. When making magic items, they may reduce the cost in vis by their proficiency bonus (minimum of one pawn) as long as the magic item (or most of it) could be made with a set of artisan's tools in which they are proficient. If the DM doesn't use the rules for raw vis, then reduce the gold piece cost by a number of rows equal to the proficiency bonus when consulting **Table 11**. Construction time is reduced by an appropriate amount as well (by one week or one month for every pawn of vis less).

Personality Traits, Ideals, Bonds, and Flaws

Choose these from among all available in the backgrounds from D&D rulebooks for your character.

PLAYER'S HANDBOOK 5: EQUIPMENT

STANDARD CURRENCY

Even though Mythic Europe doesn't use gold pieces, keep the monetary system of D&D, otherwise things will just get confusing. It might be better to simply map some common currency types to their D&D equivalents, if you need to. You could say that "gold pieces" are really silver pennies in Mythic Europe or you could do extensive research into the monetary systems of Europe in the 1200's and devise tables of coinage showing all equivalencies.

LIFESTYLES

In the Mythic Europe setting, the Poor Flaw (ArM) equates to the Poor lifestyle (D&D), the default is synonymous with the Modest lifestyle in D&D, and the Wealthy Virtue (ArM) is the equivalent of the Comfortable lifestyle (D&D). The Wealthy (D&D) and Aristocratic (D&D) lifestyles probably correspond to the default Landed Noble and the Wealthy (ArM) Landed Noble levels of wealth, respectively. A poor Landed Noble would have a Comfortable lifestyle.

EQUIPMENT IN THE 13TH CENTURY

Strictly speaking, the following types of armor should not be generally available in Mythic Europe: breastplate, half plate, splint, and plate. The following weapons should not be generally available: greatsword, halberd, hand crossbow, longbow, and rapier (and perhaps others). As far as the other equipment lists go, the DM will have to consult sources to see if each item should be available.

PLAYER'S HANDBOOK 6: CUSTOMIZATION OPTIONS

MULTICLASSING

Magi and companions can use the multiclassing option. Use the rules in the Player's Handbook.

FEATS AND VIRTUES

Two new feats for the Mythic Europe are detailed here. A player may take the Gentle Gift feat during character creation in lieu of the feat granted for being human (as long as the character has the Gift). These feats cannot be taken after character generation (i.e., they must be taken at 1st level).

GENTLE GIFT

Prerequisite: The Gift

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

THE GIFT

Prerequisite: None

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

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

PLAYER'S HANDBOOK 7: USING ABILITY SCORES

SKILLS

Use the normal D&D skill list. For reference, the General, Academic, and Arcane abilities from Ars Magica are listed below with their D&D equivalents. A character is literate if they are proficient in Arcana, History, Investigation, Medicine, or Religion.

GENERAL SKILLS

Animal Handling	Animal Handling
(Area) Lore*	History
Athletics	Athletics
Awareness	Perception
Bargain	Persuasion
Carouse	Performance
Charm	Persuasion
Chirurgy*	Medicine
Concentration	(not a skill)
Craft	(not a skill)
Etiquette	Persuasion
Folk Ken	Persuasion
Guile	Deception
Hunt	Survival
Intrigue	Insight
Leadership	Intimidation
Legerdemain*	Sleight of Hand
(Living Language)*	(not a skill)
Music	Performance
(Organization) Lore	History
Profession (Type)	(not a skill)
Ride	Animal Handling
Stealth	Stealth
Survival	Survival
Swim	Athletics
Teaching	Performance

ACADEMIC SKILLS

Artes Liberales*	Investigation
Civil and Canon Law*	History
Common Law*	History
(Dead Language)*	(not a skill)
Medicine*	Medicine
Philosophiae*	Religion
Theology*	Religion

ARCANE SKILLS

Code of Hermes*	History
Dominion Lore*	Religion
Faerie Lore*	Arcana
Finesse	(not a skill)
Infernal Lore*	Arcana
Magic Lore*	Arcana
Magic Theory*	Arcana
Parma Magica*	(not a skill)
Penetration	(not a skill)

PLAYER'S HANDBOOK 8: ADVENTURING

DOWNTIME ACTIVITIES

There are a few more downtime activities available in this campaign.

LABORATORY ACTIVITIES

Most of the traditional laboratory activities that a magus can engage in are covered by the D&D downtime activities. Making magic items, inventing new spells, research, crafting, training, recuperating, and other activities can take place in the laboratory.

TRAINING

The Player's Handbook discusses learning new languages and tool proficiencies. In addition to these, characters can become proficient in a skill, a single weapon type (such as longsword or shortbow), or a single armor type that is one category heavier than their heaviest armor proficiency, such as leather armor for characters with no armor proficiencies or chain mail for characters that have medium armor proficiency (with shields counting as medium armor), in the same amount of time it takes to learn a language or tool proficiency. They can learn a feat (subject to DM approval) in three times the amount of time it takes to learn a new language or new tool proficiency.

Follow the downtime rules in the Player's Handbook, Dungeon Master's Guide, and/or Xanathar's Guide to Everything as desired.

TRAINING APPRENTICES

As stated in the Hermetic Magus background, apprentices are 1st through 4th level Hermetic magi who do not have the Parma Magica background feature. Hermetic training takes 15 years and does not follow the normal downtime advancement rule (i.e., 250 XP per season). An apprentice will be 1st level from year 1 to 5, 2nd level from year 6 to 9, 3rd level from year 10 to 12, 4th level years 13 and 14, and 5th level at year 15 (and eligible for the Gauntlet). A master must train their apprentice at least one season (three months) per year or be guilty of violating the Code.

It is worth mentioning that an apprentice must be trained by a Hermetic magus of at least 7th level. If they are not, then they may only know, learn, prepare, and cast spells from schools they learned in the first five levels before their Gauntlet, and never any more. Hermetic magi of 7th level or greater train their apprentices such that all spell schools are available to them upon completion of Hermetic training. (This rule simulates the deficient training apprentices receive if their master is not well-versed in the full range of Hermetic Arts.)

CASTING A LONGEVITY RITUAL

The longevity ritual takes only one season along with one pawn of vis for every five years of age. Use the simple rule that Hermetic magi that have undergone a longevity ritual can double their remaining lifespan. Magi can typically live for roughly nine decades naturally (i.e., without the longevity ritual). Sterility is induced upon undergoing a longevity ritual.

BINDING A FAMILIAR

The *find familiar* spell is not the best for simulating what a familiar is to a Hermetic magus. If a Hermetic magus wants to bond with a familiar it takes one season (three months). The familiar must be of the beast type and have a Challenge of zero (according to its statistics block in the D&D rules). The process requires 75 gp (or better, two pawns of vis).

The familiar gains an Intelligence of 4, unless its original Intelligence is higher, in which case the familiar's Intelligence increases by one point. Add your proficiency bonus to the familiar's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient with. Its hit point maximum equals its normal maximum or four times your character level, whichever is higher.

The three Cords that a Hermetic magus forges between himself and his familiar produce a number of benefits. The Golden Cord allows the Hermetic magus to add their proficiency bonus to their roll to see if they botch a spell (see **Warping and Twilight**). The Silver Cord allows the Hermetic magus to roll a second saving throw if his mind is ever overcome by another force (DM's judgment on what constitutes "overcome by another force"). The Bronze Cord allows the Hermetic magus to add his proficiency bonus to death saving throws.

Unlike a Ranger's Companion, familiars are not trained to fight alongside their magi and typically avoid combat. They should be played as an NPC by the DM or another player.

And remember, Bjornaer magi cannot bind familiars.

PLAYER'S HANDBOOK 9: COMBAT

CERTAMEN

Certamen is a form of non-lethal combat used to resolve disputes within the Order of Hermes where two opponents conduct a magical combat that is phantasmal in nature. The aggressor chooses the Technique and the defender chooses the Form. Since the normal Hermetic Techniques and Forms do not exist in D&D magic, substitutes must be used for these certamen rules. The Technique scores will be determined by the caster's prowess in the schools of magic. The ten Form scores, for the purposes of D&D-based certamen, will be based on the thirteen damage types found in the game.

GENERATING THE TECHNIQUE AND FORM BONUSES

To find the bonuses for a character's Technique and Form, you must find the highest level spell that they know or have prepared for each. The highest level spell the character knows or has prepared that is of a school of magic chosen for the Technique will determine the Technique bonus. **Table 9: Hermetic Technique and Form Scores** shows the correspondence between Hermetic Techniques and schools of magic. For example, the conjuration and evocation schools correspond to the Hermetic Art of Creo. To determine a character's Form bonus, find the highest level spell the character knows or has prepared that causes one of the damage types found for that Form on **Table 9**. For example, if the certamen were to use the Herbam form, each character would find their highest level spell that causes either bludgeoning, piercing, or poison damage.

Only the levels of the spells are used; if a character could cast the spell using a higher level spell slot, the level of any higher level spell slot is not used. Once you know the levels of these spells, the bonus is equal to the minimum caster level required to know or prepare each spell. These two bonuses are the Technique bonus and the Form bonus.

Magi of House Tremere have the Certamen Expert benefit. All magi of House Tremere double the lower of the Technique and Form bonus when engaged in certamen.

For example, two Hermetic magi will engage in certamen. The aggressor chooses Perdo as the Technique. The defender chooses Fire as the Form. The highest level necromancy spell the aggressor knows is *contagion*, which is a 5th level spell. The highest level spell that does damage of the cold or fire damage type the aggressor knows is *fireball*, which is a 3rd level spell. A 5th level spell requires a minimum caster level of 9th, so their corresponding Technique bonus is +9. Likewise, the aggressor's Form bonus is +5 (because you need to be a 5th level caster to cast a 3rd level spell). If the defender's highest level spells that qualify were a 2nd level spell for Technique and a 7th level spell for Form, the defender would have bonuses of +3 for Technique and +13 for Form. If the defender was a magus of House Tremere, the Technique bonus would be +6 (which is double the lower of the bonuses).

Table 9: Hermetic Technique and Form Scores

Hermetic Art	D&D School or Damage Types
Creo	Conjuration and Evocation Schools
Intellego	Divination School
Muto	Illusion and Transmutation Schools
Perdo	Necromancy School
Rego	Abjuration and Enchantment Schools
Animal	Bludgeoning, Piercing, Poison, Slashing Damage Types
Aquam	Acid, Bludgeoning, Cold Damage Types
Auram	Cold, Lightning, Thunder Damage Types
Corpus	Force, Necrotic, Poison Damage Types
Herbam	Bludgeoning, Piercing, Poison Damage Types
Ignem	Cold, Fire Damage Types
Imaginem	Psychic, Radiant, Thunder Damage Types
Mentem	Force, Psychic, Radiant Damage Types
Terram	Bludgeoning, Piercing, Slashing Damage Types
Vim	Force, Necrotic, Radiant Damage Types

RUNNING CERTAMEN

At this point, certamen is run like a mini-game that doesn't really follow normal D&D combat conventions, but will follow Ars Magica certamen rules. A d10 is used, and this is a Stress Die, just like in the Ars Magica game. The six totals are:

INITIATIVE TOTAL = STRESS DIE (D10) + DEXTERITY MODIFIER + PROFICIENCY BONUS

ATTACK TOTAL = STRESS DIE (D10) + CHARISMA MODIFIER + TECHNIQUE OR FORM BONUS

DEFENSE TOTAL = STRESS DIE (D10) + WISDOM MODIFIER + FORM OR TECHNIQUE BONUS

ATTACK ADVANTAGE = ATTACK TOTAL – DEFENSE TOTAL (IF POSITIVE)

WEAKENING TOTAL = ATTACK ADVANTAGE + INTELLIGENCE MODIFIER + PROFICIENCY BONUS

RESISTANCE TOTAL = CONSTITUTION MODIFIER + PARMA MAGICA PROFICIENCY BONUS

The Finesse and Penetration additions for Initiative and the Weakening Total simply become the character's proficiency bonus.

With these six totals, conduct certamen as outlined in the Ars Magica Core Rulebook. Instead of Fatigue damage, apply D&D Exhaustion with the following two changes. First, Level 6 Exhaustion becomes "Unconscious" (instead of "Death") and secondly, all Exhaustion levels gained as a result of certamen (but not from other sources) are removed after a short rest.

WOUNDS

Mythic Europe is a dangerous setting. Combat is avoided by all but the most savage and bloodthirsty of characters. In most D&D worlds, characters can take critical hits, be reduced to zero hit points, and even make death saving throws only to find themselves at maximum hit points and ready for adventuring the very next day. However, in Mythic Europe there are consequences for these three occurrences beyond what normal D&D rules allow for. This section details a “wounds” system that should be employed when campaigning in Mythic Europe in order to drive home the setting theme that combat is very dangerous.

A character’s “wound total” at full health is zero. The wound total increases under the following three circumstances.

BEING DAMAGED BY CRITICAL HITS

When a character receives a critical hit, the extra dice that are added to damage are also added to the wound total. For example, if a character receives a critical hit from a dagger attack and the attacker’s damage bonus is +3, the character takes 1d4+3 damage that is subtracted from the character’s current hit points and another 1d4 damage that is also subtracted from the character’s current hit points and added to the character’s wound total.

REACHING ZERO HIT POINTS

When a character’s current hit points are reduced to zero and there is damage remaining, this damage is added to the character’s wound total.

MAKING DEATH SAVING THROWS

If a character fails a death saving throw, add one-third of the character’s normal hit point maximum to their wound total. If a character takes any damage while they have zero hit points, this counts as a death saving throw failure. If a character is damaged by a critical hit while at zero hit points, they suffer two death saving throw failures.

A character’s hit point maximum is equal to their “normal” (i.e., full) hit point maximum minus their wound total. If a character’s wound total ever equals or exceeds their normal (full) hit point maximum, they die. It is important to note that Hermetic magic cannot raise or resurrect the dead.

Reducing a character’s wound total is not as simple as just casting a *cure wounds* spell. Healing wounds can involve one or both of the following.

HEALING WOUNDS THROUGH REST

A character’s wound total is reduced by one after resting for a number of days equal to 90 divided by the character’s normal (full) hit point maximum. For example, if a character’s normal hit point maximum is 6, it takes 15 days for that character’s wound total to be reduced by one.

As the wound total is reduced by one, a character’s current hit points increase by one.

HEALING WOUNDS WITH MAGIC

Hermetic magic can be used to heal wounds, with the following caveats.

First, any spell in D&D that restores hit points (such as *cure wounds*, *heal*, *healing word*, *mass cure wounds*, *mass heal*, *mass healing word*, and others) must be cast with an additional material component. This additional material component can either be a number of pawns of raw vis equal to the level of the spell or this equivalent worth in gold pieces as shown in **Table 11: Raw Vis Costs for D&D Spells and Magic Items**. For example, a *heal* spell would require six pawns of raw vis or a material component worth at least 500 gp. Normally, *creo* and/or *corpus vis* is used. Note that this additional material component may not be needed by Divine or Infernal spellcasters. Spellcasters of the Magic or Faerie Realms will typically need this additional material component.

Second, the spell does not reduce the wound total by the hit points that would normally be healed by the spell. Instead, the normally used result represents the percentage of the recipient's normal (full) hit point maximum that will be applied towards reducing the character's wound total.

For example, a character who has a normal hit point maximum of 10 would have their wound total reduced by 7 points if a *heal* spell were used (not 70 hit points). However, if the character had a normal hit point maximum of 50 then they could have their wound total reduced by up to 35 points. In both of these cases, the 7 or 35 points represents 70% of the character's normal hit point maximum.

Some spells, like a *cure wounds* spell cast with a 1st level spell slot, will grant a very small percentage, like 2% to 10% or so. Fractional results should be recorded, since this could reduce the overall rest time required. For example, if a character with a normal hit point maximum of 6 with a wound total of 3 is healed with a 1st level *cure wounds* spell, the percentage might be 5%. This 5% of the normal hit point maximum of 6 would yield a wound total reduction of only 0.3 points. However, this represents 4.5 days that the character does not have to rest (since they need 15 days of rest for one point, it follows that they would need 4.5 days of rest for 0.3 points).

THE PHILOSOPHY OF HEALING TIME

The idea is that a character of any level will need one full season (three months) to heal wounds that brought them to death's door. Regardless of whether a character has 6, 60, or 600 hit points, wounds heal at the same rate for all characters, from a percentage point-of-view. For example, a character with a 6 hit point maximum would heal one wound point per 15 days. A character with 60 would heal one wound point every 1.5 days and a character with 600 wound points would heal one point every 0.15 days (3.6 hours). After 45 days, the first character has healed 3, the second 30, and the last 300. Each of these numbers represents 50% of each character's normal hit point maximum.

PLAYER'S HANDBOOK 10: SPELLCASTING

Given the nature of the Mythic Europe campaign setting, there are some changes to spellcasting.

THE LIMITS OF MAGIC

One thing you absolutely must do is eliminate all D&D spells that grossly violate the magical conventions of the setting. Use the Limits of Magic found in the *Ars Magica Core Rulebook* to cull those spells that don't fit the milieu. An obvious first thing to get rid of are all spells that bring dead characters back to life. And there are many, many others.

The D&D spells from the Player's Handbook that seem to violate the Limits of Magic (or other limitations on magic) are listed below. DM's can decide whether to allow player characters to learn and cast these as the details of the campaign setting permit. This list is not necessarily all inclusive and simply represents what a cursory examination revealed. In other words, there may be more spells in D&D that violate the Limits of Magic than just these.

Table 10: Limits of Magic and D&D Spells

D&D Level	D&D Spell	D&D School	Violates this Limit of Magic
1 st	Comprehend Languages	Divination	Intellego Mentem Guidelines
1 st	Create or Destroy Water	Transmutation	Raw Vis should be required
1 st	Detect Evil and Good	Divination	Infernal
1 st	Goodberry	Transmutation	Raw Vis should be required
2 nd	Augury	Divination	Time
2 nd	Rope Trick	Transmutation	Lunar Sphere
3 rd	Blink	Transmutation	Lunar Sphere
3 rd	Clairvoyance	Divination	Arcane Connections
3 rd	Create Food and Water	Conjuration	Raw Vis should be required
3 rd	Revivify	Conjuration	Soul
4 th	Dimension Door	Conjuration	Arcane Connections
4 th	Divination	Divination	Time
4 th	Leomund's Secret Chest	Conjuration	Lunar Sphere
5 th	Awaken	Transmutation	Soul
5 th	Greater Restoration	Abjuration	Energy
5 th	Raise Dead	Necromancy	Soul
5 th	Reincarnate	Transmutation	Soul
6 th	Find the Path	Divination	Arcane Connections
6 th	Heroes' Feast	Conjuration	Raw Vis should be required
6 th	Magic Jar	Necromancy	Soul (but see Muto Mentem)
7 th	Etherealness	Transmutation	Lunar Sphere
7 th	Mordenkainen's Magnificent Mansion	Conjuration	Lunar Sphere
7 th	Plane Shift	Conjuration	Lunar Sphere
7 th	Regenerate	Transmutation	Raw Vis should be required

7 th	Resurrection	Necromancy	Soul
8 th	Clone	Necromancy	Soul
9 th	Astral Projection	Necromancy	Soul and Lunar Sphere
9 th	Foresight	Divination	Time
9 th	Gate	Conjuration	Lunar Sphere
9 th	Time Stop	Transmutation	Time
9 th	True Resurrection	Necromancy	Soul
9 th	Wish	Conjuration	Potentially All

RAW VIS FOR D&D SPELLS AND MAGIC ITEMS

Spells and magic items that require a gold piece expenditure instead require raw vis in this setting. The formula for the amount of raw vis to use for both spellcasting and magic item creation is:

$$\text{PAWNS OF RAW VIS} = 5 \times \log_{10}(\text{GOLD PIECE AMOUNT} \div 20 \text{ GP}) - 1$$

So now *awaken* costs 1,000 g.p. or 8 pawns of Animal or Herbam vis. This would be the same amount for a magic item costing 1,000 g.p. as well. Common items vary from one to three pawns, uncommon items from four to eight pawns, rare items from nine to 12 pawns, very rare items from 13 to 18 pawns, and legendary items require 19 or more pawns of raw vis. This formula keeps things reasonable and within the normal amounts found in *Ars Magica*. There's a direct correlation between gold piece values and raw vis. However, raw vis can never be bought with money. This is just a way to tie it into a D&D game. Substituting raw vis for gold means that you don't spend the gold. You will spend whatever amount you need to spend on the item to be enchanted, though (but this could be considered zero).

Magic item construction times are based on whether the magic item is a minor or major item. Minor items are those found on Magic Item Tables A through E in the DMG and major items are on Magic Item Tables F through I. Minor magic items require one week of construction time per pawn of vis needed for the item. Major magic items require one month of construction time per pawn of vis required to create the magic item. This means that a major legendary magic item will take a year-and-a-half or more to construct. This is a long time for the D&D game, so it's fine. Spell scrolls require one pawn plus an additional two pawns of vis per spell level (cantrip scrolls require one pawn of vis) and are minor items. Potions of healing, greater healing, superior healing, and supreme healing require one, four, nine, and 13 pawns of vis respectively and are minor items.

To find out what types of vis are suitable for which schools of magic, consult **Table 9: Hermetic Technique and Form Scores**. *Vis tenta* of the type shown will be appropriate for the schools of magic listed for that Technique. The Forms show the typical damage types that might be employed by the given Form, which would correspond to the equivalent *vis forma*.

You can use the table below to quickly figure out how much raw vis a spell or magical item requires.

Table 11: Raw Vis Costs for D&D Spells and Magic Items

Pawns of Vis	Maximum Amount in Gold Pieces	Type of Magic Item
1	50 gp	Common
2	80 gp	Common
3	120 gp	Common
4	200 gp	Uncommon
5	300 gp	Uncommon
6	500 gp	Uncommon
7	800 gp	Uncommon
8	1,200 gp	Uncommon
9	2,000 gp	Rare
10	3,000 gp	Rare
11	5,000 gp	Rare
12	8,000 gp	Rare
13	12,000 gp	Very Rare
14	20,000 gp	Very Rare
15	30,000 gp	Very Rare
16	50,000 gp	Very Rare
17	80,000 gp	Very Rare
18	120,000 gp	Very Rare
19	200,000 gp	Legendary
20	300,000 gp	Legendary
21	500,000 gp	Legendary
22	800,000 gp	Legendary
23	1,200,000 gp	Legendary
24	2,000,000 gp	Legendary
25	3,000,000 gp	Legendary

WARPING AND TWILIGHT

When a Hermetic magus casts a spell and the player rolls a natural ‘1’ for the spell attack roll or the target rolls a natural ‘20’ for a spell saving throw, the Hermetic magus may experience a “botch” and possibly Warping which in turn could trigger Twilight or some strange effect. A magus who has a bound familiar has less chance of losing control of their magic. Criamon magi have a greater chance of losing control if they do experience a botch, but also better chances to have favorable experiences if Twilight is triggered or if their magic is warped in some fashion.

The rules for Warping and Twilight are quite complicated. See the step-by-step procedure below.

WARPING AND TWILIGHT PROCEDURE

A step-by-step summary is provided below for convenience.

1. If a caster's spell attack roll yields a natural '1' or if a subject's saving throw for the caster's spell is a natural '20' then roll:

d20 + YOUR PROFICIENCY BONUS (IF HAVE A BOUND FAMILIAR) VS. DC 5 + SPELL'S LEVEL + HOSTILE AURA SCORE

2. If this roll is equal to or more than the DC, there is no further effect (there was no "botch"). If the result is lower, the character gains Warping points equal to:

WARPING POINTS = DC FROM STEP 1 – ROLL RESULT FROM STEP 1

3. If the character gains one Warping point, add this point to their Warping point total and do not apply steps 4 and 5. No Twilight will be triggered; no Warping effect will occur. However, if the character gains two or more Warping points from Step 2, then they make a Wisdom saving throw.

WISDOM SAVING THROW DC = 10 + SPELL'S LEVEL + YOUR PROFICIENCY BONUS (FOR CRIAMON MAGI)

If the character successfully makes the saving throw, roll on **Table 12: Warping Effects** and apply the result of that roll. If the character fails this saving throw, they will enter Twilight. Note that Criamon magi must add their proficiency bonus to the DC of the roll. It is more difficult for Criamon magi to avoid Warping and Twilight. However, Criamon magi may use their House feature to alter any percentile roll called for on **Table 12**. This represents the ability of Criamon magi to have more favorable Warping and Twilight experiences.

4. Add the Warping points gained to the character's total Warping points and note the new Warping Score. If the character enters Twilight, consult **Table 13: Warping Score and Twilight Time** to find the amount of time the character will be in Twilight. The character must make an Intelligence saving throw while in Twilight to determine if the Twilight was comprehended or not.

INTELLIGENCE SAVING THROW DC = 10 + YOUR WARPING SCORE

Criamon magi may add their proficiency bonus to their Intelligence save roll (in addition to any other bonuses normally afforded to their Intelligence save, like being proficient). If Twilight was comprehended, apply the result for '12' from **Table 12** to the character (minor beneficial property). If it was not comprehended, apply result '11' (minor detrimental property).

5. The DM can run the Twilight episode as desired.

Table 12: Warping Effects

Roll (d12)	Warping Effect
1	Roll percentile dice and consult the Wild Magic Surge table in the Player's Handbook (page 104) and apply the results.
2	Roll percentile dice and consult the Wand of Wonder effect table in the Dungeon Master's Guide (page 212). The spell uses the new effect rolled.
3	Roll percentile dice and consult the Deck of Many Things table (DMG, 162) giving equal chance to get any one card except for the Fool and the Jester (5% chance for each card, in order).
4	Roll percentile dice and consult the table found in the <i>reincarnate</i> spell description. The magus is affected by the <i>reincarnate</i> spell until sunrise, when they revert to their normal form.
5	Roll a d6 and consult the Scroll Mishap table in the Dungeon Master's Guide (page 140) and apply the results.
6	Roll percentile dice and consult the Bag of Beans table in the Dungeon Master's Guide (page 153) and apply the results.
7	An efreeti (or other creature) appears. Roll percentile dice and consult the Efreeti Bottle table (DMG, 167) and apply the results.
8	Roll percentile dice and consult the Iron Flask table (DMG, 178). The creature appears as if you removed the stopper.
9	You temporarily gain a major detrimental property from the table in the Dungeon Master's Guide, pages 220-221. Roll percentile dice, consult the table, and apply the result by simply removing the "attuned to the artifact" clause. The effect lasts until sunrise.
10	You temporarily gain a major beneficial property from the table in the Dungeon Master's Guide, page 219. Roll percentile dice, consult the table, and apply the result by simply removing the "attuned to the artifact" clause. The effect lasts until sunset.
11	You gain a minor detrimental property from the table in the Dungeon Master's Guide, page 220. Roll percentile dice, consult the table, and apply the result by simply removing the "while attuned to the artifact" portion of the statement. This effect is permanent (i.e., it is a Twilight Scar).
12	You gain a minor beneficial property from the table in the Dungeon Master's Guide, page 219. Roll percentile dice, consult the table, and apply the result by simply removing the "while attuned to the artifact" portion of the statement. This effect is permanent (i.e., it is a Twilight Scar).

Warping points are added to the character's Warping point total. A character's Warping Score is based on the number of Warping points a character has. Twilight time is based on the Warping Score.

Table 13: Warping Score and Twilight Time

Warping Points	Warping Score	Twilight Time
0 – 4	0	One round
5 – 14	1	Two minutes
15 – 29	2	Two hours
30 – 49	3	Until the next sunrise or sunset
50 – 74	4	One day
75 – 104	5	One month
105 – 139	6	One season (three months)
140 – 179	7	One year
180 – 224	8	Seven years
225 – 274	9	d10 + 7 years
275+	10	Eternal: Final Twilight

PLAYER'S HANDBOOK 11: SPELLS

CREATING NEW SPELLS

One of the best things about Ars Magica is the ability to construct new spells based on the guidelines provided. Something similar can be accomplished with D&D spells as well. The basic idea is to take an existing D&D spell and use that as a starting point to create a new spell. Changing features of the spell will alter the spell's level. Once the spell is constructed, the DM can determine if the spell is to be introduced into the campaign.

The table below lists various changes that can be applied to an existing spell to make an entirely new spell. One hard rule is this: any change to an existing spell cannot (ever) reduce the spell level below the spell level of the original spell. Also, no spell can have a level higher than 9th. Cantrips count as zero level spells for the purposes of this spell construction system. Obviously, with a system like this, DM oversight is extremely necessary.

Table 14: Spell Construction Parameters

Spell Change	Level Change
School	
Change the school of the spell (must follow guidelines on schools of magic)	+0
Ritual Spell	
Add the <i>ritual</i> tag to a spell (must follow conventions on ritual spells)	+0
Casting Time	
Increase casting time from 1 bonus action to 1 action	-2
Increase casting time from 1 action to 1 minute	-1
Increase casting time from 1 minute to 10 minutes	-1
Increase casting time from 10 minutes to 1 hour	-1
Increase casting time from 1 hour to 8 hours	-1
Increase casting time from 8 hours to 24 hours	-1
Reduce casting time from 24 hours to 8 hours	+1
Reduce casting time from 8 hours to 1 hour	+1
Reduce casting time from 1 hour to 10 minutes	+1
Reduce casting time from 10 minutes to 1 minute	+1
Reduce casting time from 1 minute to 1 action	+1
Reduce casting time from 1 action to 1 bonus action	+2
Range	
Halve a range that is given in "feet" in the original spell description	-1
Change range from "30 feet" (or less) to "Touch"	-1

Change range from “Touch” to “Self”	-1
Change range from “Self” to “Touch”	+1
Change range from “Touch” to “30 feet”	+1
Double a range that is given in “feet” in the original spell description	+1
Change from a range given in “feet” to any line-of-sight point the spellcaster can sense	+2
Change from a range given in “feet” to any point on the same road the spellcaster can sense (M)	+2
Change from a range given in “feet” to any point the spellcaster can sense	+4
Components	
Eliminate the vocal component	+1
Eliminate the somatic component	+1
Eliminate a material component that has no cost	+1
Change a material component with cost to one with no cost	+1
Eliminate a material component with cost	+2
Adding a vocal, somatic, and/or material component (with or without a cost)	+0
Duration	
Decrease duration from one year to three months	-1
Decrease duration from three months to one month	-1
Decrease duration from one month to one week	-1
Decrease duration from one week to 24 hours	-1
Decrease duration from 24 hours to 8 hours	-1
Decrease duration from 8 hours to 1 hour	-1
Decrease duration from 1 hour to 10 minutes	-1
Decrease duration from 10 minutes to 1 minute	-1
Decrease duration from 1 minute to 1 round	-1
Increase duration from 1 round to 1 minute	+1
Increase duration from 1 minute to 10 minutes	+1
Increase duration from 10 minutes to 1 hour	+1
Increase duration from 1 hour to 8 hours	+1
Increase duration from 8 hours to 24 hours	+1
Increase duration from 24 hours to one week (add a “Least” material component from Table 15)	+1
Increase duration from one week to one month (add a “Lesser” material component)	+1
Increase duration from one month to three months (add a “Greater” material component)	+1
Increase duration from three months to one year (add a “Greatest” material component)	+1
Change duration from one year to “Until dispelled”	+1
Change duration from “Until dispelled” to “Instantaneous”	+1
Change the duration to “Bargain” (M)	+3
Change the duration to “Until (Condition)” (M)	As 1 Year

Add "Concentration" to the duration	-2
Eliminate "Concentration" from the duration	+2
Damage and Healing	
Change the damage type (such as "fire" to "cold")	+0
Decrease the damage or healing by one die (original spell must be 1st level or higher)	-1
Increase the damage or healing by one die (original spell must be 1st level or higher)	+1
Targets	
Increase from an individual target to a group of valid targets	+2
Increase from a group of targets to all valid targets in a room	+2
Increase from a roomful of targets to all valid targets in a structure (add a "Lesser" component)	+2
Increase from a structure to all valid targets within a boundary (add a "Greater" component)	+1
Change number of targets to "Bloodline" (M)	Structure
Changes	
Trivial change in target, spell remains just as effective (e.g., Charm Person to Animal Friendship)	+0
Trivial change in target, spell becomes more effective (e.g., Prot. from Poison to Prot. from Energy)	+1
Significant change in target, spell remains just as effective (e.g., Locate Object to Locate Creature)	+2
Significant change in target, spell becomes more effective (e.g., Hold Person to Hold Monster)	+3
Saving Throws	
Change the saving throw one ability to another (must follow conventions on saving throws)	+0
(M) Denotes a change that only magi of House Merinita may use.	

SCHOOL

Changing a spell's school does not increase or reduce the spell's level. However, the change must make sense for the spell in question. For example, when making a spell similar to *burning hands* that does psychic damage instead of fire damage, it might make sense to change the school from evocation to enchantment.

RITUAL SPELL

Adding the *ritual* tag to a spell does not alter the spell's level. However, use established conventions on rituals spells to determine if adding this tag is appropriate. For example, if *plant growth* were used to model a spell that causes a cow to give twice as much milk than normal, then it might be appropriate to allow this spell to have the *ritual* tag. It may not be appropriate for a necrotic version of a *fireball*, though.

CASTING TIME

Increasing the casting time lowers the level of the spell while decreasing the casting time raises the spell's level. This casting time refers to normal castings of the spell. Ritual casting follows the rules for ritual castings (add ten minutes to the normal casting time).

RANGE

Reducing a spell's range lowers the spell's level. Ensure that any decrease in range makes sense. Making a new spell modeled on *inflict wounds* and changing the range to "Self" may not be very useful. Increasing a spell's range raises the spell's level. If a spell's range is given in feet, then that range can be increased to "line-of-sight" by adding two spell levels. By adding four spell levels, a spell's range can be increased from some range measured in feet to any range that the caster can sense (such as through *scrying* spell).

COMPONENTS

Eliminating components increases a spell's level. Adding components has no effect on a spell's level (but a DM can use common sense to apply level reductions, if desired).

Some changes in spell parameters call for the introduction of a new costly material component. **Table 14** shows that increasing the duration of a spell to one week or higher as well as increasing the target area to a structure or boundary requires the inclusion of a costly material component. Regardless of the number of new material components called for, use only the most costly. The DM always has the right to increase or decrease the cost of the material components to suit the individual campaign setting. The range of the number of pawns of vis are shown for campaigns using **Raw Vis for D&D Spells and Magic Items**.

Table 15: Material Component Costs

Spell Level	Least Cost	Least Vis	Lesser Cost	Lesser Vis	Greater Cost	Greater Vis	Greatest Cost	Greatest Vis
1st	50 gp	1	80 gp	2	200 gp	4	800 gp	7
2nd	80 gp	2	120 gp	3	300 gp	5	1,200 gp	8
3rd	120 gp	3	200 gp	4	500 gp	6	2,000 gp	9
4th	200 gp	4	300 gp	5	800 gp	7	3,000 gp	10
5th	300 gp	5	500 gp	6	1,200 gp	8	5,000 gp	11
6th	500 gp	6	800 gp	7	2,000 gp	9	8,000 gp	12
7th	800 gp	7	1,200 gp	8	3,000 gp	10	12,000 gp	13
8th	1,200 gp	8	2,000 gp	9	5,000 gp	11	20,000 gp	14
9th	2,000 gp	9	3,000 gp	10	8,000 gp	12	30,000 gp	15

DURATION

Decreasing the duration of a spell reduces its level. Increasing the duration of a spell increases its spell level. Eliminating “Concentration” from the duration increases the spell’s level (and the DM should make absolutely sure that this spell will not disrupt the campaign). Adding “Concentration” to the duration will lower the spell’s level. Changing a duration from “Until dispelled” to “Instantaneous” means that the spell is essentially permanent. Some changes in duration add a material component to the spell. Use the highest-valued material component for multiple steps. For example, if a new spell is constructed based on *mage armor* and the duration is increased from 8 hours all of the way up to “Instantaneous” then the target’s base AC would become 13 + its Dexterity modifier permanently. This would be an 8th level spell if nothing else were changed and require a material component worth 20,000 gp (perhaps an ornate and gem-encrusted suit of full plate armor to act as a focus).

DAMAGE AND HEALING

Changing the damage type doesn’t change the level of a spell. However, the DM may decide that certain damage types are more effective than others (imagine changing a fire spell to a force spell). Individual DMs can adjudicate spell level changes based on damage type changes as desired.

Increasing a spell’s damage by one die raises the spell level by one. Reducing a spell’s damage by one die lowers the spell level by one. Note that this modifier only applies to spells that are 1st level and above. Cantrips apply their own damage increases. Typically, cantrips increase in damage based on the caster level (at 5th, 11th, and 17th level).

TARGETS

The spell level increases based on targets closely follows material in *Ars Magica*. Changing from an individual target to a group (which could consist of three to, perhaps, a dozen targets) raises the spell level by two. Affecting all valid targets in a room (of reasonable size) increases spell level by two once more. Further increases affect all targets in a structure and then a boundary (as defined in *Ars Magica*). Increasing the target area to “structure” or “boundary” requires the inclusion of a costly material component.

CHANGES

This section deals with miscellaneous changes to spells. Trivial changes to valid targets changes the spell level by zero or one (if there is also a significant change in effectiveness of the spell). Significant changes to what is considered a valid target results in a spell level increase of two or three (if the corresponding spell also becomes more effective).

EXAMPLE SPELLS

This section contains example spells using the system outlined previously. The spell's construction is listed below the spell description.

AEGIS OF THE HEARTH

5th-level abjuration (ritual)

Casting Time: 24 hours

Range: Touch

Components: V, S, M (1,200 gp worth of magical materials or 8 pawns of Rego and/or Vim vis)

Duration: One year

This spell protects a covenant in the way a Parma Magica protects a magus. In D&D, *aegis of the hearth* acts somewhat similar to a lasting *dispel magic* effect. However, the higher the level of the spell attempted, the harder it is to penetrate the *aegis*. The spellcaster of a spell that would be resisted by the *aegis* must make an ability check using their spellcasting ability and they have disadvantage on this roll. The DC equals 10 + the spell's level. Thus, lower level spells penetrate easier than higher level spells (as it should be in this setting). This check must be made by spellcasters who did not participate in the casting of a particular *aegis* in the following circumstances:

- The spellcaster is outside of the *aegis* and attempts to cast a spell that will take effect inside of the area protected by the *aegis*.
- The spellcaster attempts to cast a spell that would magically transport themselves, others, or objects (such as *teleport*) into the area protected by the *aegis*.
- The spellcaster attempts to cast any spell within the *aegis of the hearth*.
- The spellcaster attempts to use a magic item or cast a spell from such an item and this item was not within the *aegis* at the time of its casting. If the item was created by someone who was part of the casting of the *aegis* or if the character using the magic item is in current possession of a token (see below), then the magic item can be used normally.
- Celestials, elementals, fey, fiends, undead, and any other "magical" creatures (as determined by the DM) cannot enter an area protected by *aegis of the hearth* unless they have a Challenge that is higher than the highest level Hermetic magus that was involved in the casting of the *aegis*. Such creatures can enter the area of the *aegis* if formally invited by one who participated in the casting of the *aegis* and this creature is given a token. An invitation can be withdrawn at any time and does not require notification or retrieving the token. This will not expel a creature but will prevent them from re-crossing the boundary if they leave the area protected by the *aegis*.

Any number of Hermetic magi may be involved in an individual casting of *aegis of the hearth* and they do not need to be able to cast this spell. As part of the casting of this spell, any number of special tokens can be created that allows outside Hermetic magi and magical creatures to use their powers and spells normally within the *aegis* (if they are given a token).

(Base: *hallow*, 5th-level spell; School: change school from evocation to abjuration, +0; Duration: from "Until dispelled" to one year, -1; Target: from Structure to Boundary, +1)

ARCHMAGE ARMOR

4th-level abjuration

Casting Time: 1 hour

Range: Self

Components: V, S, M (an ornate and gem-encrusted suit of full armor worth at least 3,000 gp, which the spell consumes or 10 pawns of Rego and/or Vim vis)

Duration: Instantaneous

As the *mage armor* spell (PHB, page 256) with the changes noted above and below. Although the duration is instantaneous, the spell effect will end if the caster ever dons armor or if they dismiss the spell as an action.

(Base: *mage armor*, 1st-level spell; Casting Time: 1 action to 1 hour, -3; Range: Touch to Self, -1; Duration: from 8 hours to Instantaneous, +7)

CHARM PEOPLE

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

As the *charm person* spell (PHB, page 221) but can charm up to six humanoids that you can see within range.

(Base: *charm person*, 1st-level spell; Targets: single target to a group of valid targets, +2)

DETECT SHAPECHANGER

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

As the *detect evil and good* spell (PHB, page 231) but limited to shapechangers.

(Base: *detect evil and good*, 1st-level spell; Change: trivial change in target, spell remains just as effective, +0)

DETECT WEATHER

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

As the first effect listed for the *druidcraft* cantrip (PHB, page 236) but allows the caster to predict what the weather will be at that location for the next week.

(Base: *druidcraft*, cantrip; Change: increase the forecast time from 24 hours to one week, *ad hoc* +1)

GREATER SENDING

5th-level evocation

Casting Time: 1 minute

Range: Unlimited

Components: V, S, M (a long piece of fine copper wire)

Duration: 1 hour

As the *sending* spell (PHB, page 274) but free communication occurs as long as the spell is active.

(Base: *sending*, 3rd-level spell; Casting Time: 1 action to 1 minute, -1; Duration: from 1 round to 1 hour, +3)

LASTING GUIDANCE

4th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

As the *guidance* cantrip (PHB, page 248) but does not require concentration and lasts for one hour instead of one minute. A character can only be under the effect of one spell of this type at a time (either *guidance* or *lasting guidance*).

(Base: *guidance*, cantrip; Duration: eliminated concentration and increased from 1 minute to 1 hour, +4)

PROTECTION FROM WEAPONS

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

As the spell *protection from energy* (PHB, page 270) but gain resistance to one damage type of your choice: bludgeoning, piercing, or slashing. The damage must be from a nonmagical source.

(Base: *protection from energy*, 3rd-level spell; Change: trivial change, spell remains just as effective, +0)

PSYCHIC BLAST

3rd-level enchantment

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a bit of brain matter and a rod of crystal)

Duration: Instantaneous

As the spell *lightning bolt* (PHB, page 255). The school has been changed from evocation to enchantment, the damage type is now psychic, and the spell grants a Wisdom (rather than Dexterity) saving throw.

(Base: *lightning bolt*, 3rd-level spell; School: change school from evocation to enchantment, +0; Damage: change damage type from lightning to psychic, +0; Saving Throws: change from a Dexterity saving throw to a Wisdom saving throw, +0)

SUBTLE FIREBALL

5th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: M (a tiny ball of bat guano and sulfur)

Duration: Instantaneous

As the spell *fireball* with the changes noted (PHB, page 241). Note that the damage is still 8d6 and the caster must use a spell slot of 6th level or higher to get increased damage.

(Base: *fireball*, 3rd-level spell; Components: eliminate the vocal and somatic components, +2)

UDDER ENHANCEMENT

3rd-level transmutation

Casting Time: 10 minutes

Range: 150 feet

Components: V, S

Duration: 1 year

One cow or other milk-producing beast yields twice the normal amount of milk for 1 year without harm to the animal. The milk produced is not magical.

(Base: *plant growth*, 3rd-level spell; Casting Time: 8 hours to 10 minutes, +2; Duration: remains at one year, no costly material component required because the base spell duration is one year; Target: one mile radius of food-producing plants that grants yield a single time at harvest to one animal that yields daily for the entire year, *ad hoc* -2)

WATER BREATHING FOR SEVEN DAYS

3rd-level transmutation (ritual)

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (a bejeweled hollow tube worth 120 gp or 3 pawns of Aquam, Auram, Corpus, and/or Muto vis)

Duration: 1 week

This spell is the same as *water breathing* (PHB, page 287) except the casting time is one hour and the duration is one week.

(Base: *water breathing*, 3rd-level spell; Casting Time: 1 action to 1 hour, -3; Duration: 1 hour to 1 week, +3)

MONSTER MANUAL

REALM AFFILIATIONS FOR D&D CREATURES

Creature types should be tied to realms. These are general guidelines. Specific creatures and types of creatures in each category could probably have any realm.

Table 16: Realms for D&D Creatures

Creature Type	Realm
Aberrations	Faerie, Infernal, or Magic (case-by-case)
Beasts	Mundane, unless not real, then Faerie or Magic
Celestials	Divine
Constructs	Magic
Dragons	Faerie, Magic, and Infernal
Elementals	Magic
Fey	Faerie
Fiends	Infernal
Giants	Faerie or Magic
Humanoids	Faerie (except Orcs, which are Infernal)
Monstrosities	Faerie or Magic
Oozes	Magic
Plants	Faerie
Undead	Infernal (or possibly Magic or Faerie in some cases)

ACQUIRING VIS FROM CREATURES

A good thumb rule is that a creature can yield a number of pawns of vis equal to one-half their Challenge (rounded down). Vis from creatures may not be useful, depending on the Realm of the creature (no sane magus would want to use Infernally tainted vis, for instance).

DUNGEON MASTER'S GUIDE 1: A WORLD OF YOUR OWN

MYTHIC EUROPE

This campaign uses the Mythic Europe setting as detailed in the many Ars Magica 5th (and other) Edition books.

OVERVIEW OF USING THE SETTING

Overall with this setting, don't worry too much about trying to "get it right." The whole idea is to have a nice campaign world that has a lot of resources, is easily accessible (since it's Earth), and uses material that you've invested in. It's D&D Fifth Edition, set in the Ars Magica setting, using all of the modules you've got, with campaign rules that explain some of the idiosyncrasies of the game. That's it. Even with this, it is unique and very different from normal D&D settings.

THE SPIRIT OF CONVERSION

Make sure you don't get bogged down in trying to use the actual mechanics of Ars Magica. The books exist for inspiration. For example, there's a chapter on Laboratories on Covenants. Don't try to build them with the rules given, just use the ideas contained there. D&D has less gradation in things. The finer points and bonuses don't matter.

RENOWN

You can use the Renown system in the DMG to award standing within the Order as a whole (Order of Hermes Renown) and in individual Houses (House Renown). Magi Bonisagi get House Bonisagus Renown for creating spells, writing books, and other scholarly pursuits, for example. You can earn Renown in a House other than your own (think Merinita Quaesitor for House Guernicus or a noted hoplite for House Flambeau). This can be very loose and provides another way to reward your players for good play.

KEEPING D&D FANTASY ELEMENTS

You can keep the overt fantasy elements of D&D by making liberal use of *regiones*. Entire Arcadian realms that remain quite persistent could provide whole vistas of otherworldly areas to explore. Dungeons can be self-contained *regiones* that are only weakly aligned with a Realm (to reduce the effects of the aura). You can go a little bit more fantastic than you normally would for an Ars Magica sage, because this is really D&D.

"CANON"

Remember that this is your campaign world for D&D 5th Edition. You don't have to bend everything to fit the Mythic Europe setting as presented. Mythic Europe is the solid foundation for the kind of campaign setting that you've always wanted. You've got the base of historical resources. After that, you have the intermediate structure of the Ars Magica line. At the top, and most important, is whatever you create to define the campaign setting, which can deviate from both Ars Magica and Dungeons & Dragons. These features will make the setting unique.

USING THE TRIBUNAL BOOKS

The campaign setting is described in all of the books, but the Ars Magica “tribunal” books are the best source material for the campaign world. You don’t have to attempt to convert everything. Just use the books for their prose material.

DUNGEON MASTER’S GUIDE 2: CREATING A MULTIVERSE

THE MULTIVERSE

The planar structure of the Mythic Europe setting is very well detailed in the source material. “The planes” in the D&D sense are strong *regiones*, areas of Arcadia, the Magic Realm, Heaven, and Hell. A rough correspondence of the Divine Realm to the Good alignment, the Infernal Realm to the Evil alignment, the Magic Realm to the Lawful alignment and the Faerie Realm to the Chaotic alignment is a good way to bridge the Ars Magica Realms and D&D Alignments.

DUNGEON MASTER’S GUIDE 3: CREATING ADVENTURES

USING D&D MODULES

Old modules (yes!) can be used with this setting. Dungeon entrances obviously lead to *regiones*. When a dungeon is cleared or the mission completed or whatever, the entrance disappears and the dungeon either doesn’t exist or is a smaller, mundane version (a dungeon complex becomes a simple cave with some indication of what it was). A lot of this can default to the Faerie Realm, but some should be Magic or Infernal. Humanoids need to be converted to humans, unless you need faeries or infernal orcs for some reason. Keep on the Borderlands, for instance, would have different bands of brigands and such. You’ll have to stretch your imagination a bit, but hey, it’s a game.

DUNGEON MASTER’S GUIDE 4: CREATING NONPLAYER CHARACTERS

AGE AND EXPERIENCE

If you create NPCs based on the character classes, then an NPC should gain 1,000 D&D XP per year after they attained 1st level. Considering that most NPCs have probably finished initial training by the time they’re 16 and humans can live to about 70 or so, average characters could earn enough D&D XP to attain 8th character level. This would assume a very, very adventurous life, however. With longevity rituals, magi can reach ages of 120 years post-Gauntlet. This would equate to 13th level magi being the normal campaign maximum. Players characters, of course, are always the exception.

DUNGEON MASTER'S GUIDE 5: ADVENTURE ENVIRONMENTS

AURAS

Supernatural auras can affect a spellcaster's spell attack modifier and spell save DC as well as the target's magical AC and saving throw modifier. Each of the four tables below detail how powers from the four Realms are affected by the given supernatural aura. The bonuses or penalties are applied based on the Realm that casters and targets are in and the Realms that their powers are derived from. First, find the type of aura and the score of that aura (1 to 10). From there, apply the bonus or penalty to the spellcaster's spell attack modifier and spell save DC based on the Realm of their powers. Next, if the target is aligned to one of the Realms, apply the appropriate modifier to their magical AC and their own saving throw modifiers. This is a complicated explanation, but a few illustrations will help.

Imagine a Hermetic magus and a devil aligned to the Infernal Realm are battling in a Magic aura with a score of 3. Cross-indexing a Magic aura of 3 with the Magic Power column yields the appropriate bonus of +1. This means when the Hermetic magus casts a spell their spell attack modifier is increased by one and the spell save DCs for their spells is also raised by one. They are more likely to hit and their spells are harder to resist. This also means that their AC when attacked by a supernatural power (regardless of Realm of origin) is increased by one. They also get a +1 bonus on their saving throws to resist spells and powers. This essentially means that their magic resistance is better. The devil, on the other hand, has a -1 penalty (cross-index a Magic aura of 3 with the Infernal Power column). The devil's spell attack modifiers and save DCs (if any) are reduced by one. Furthermore, their AC and saving throws against spells and powers are both lowered by one.

As another example, let's say that a Hermetic magus is attempting to cast spells in a Divine aura of 5. We see from **Table 18** that there is a -5 penalty for Magic Power in a Divine aura of 5. This means the Hermetic magus would suffer a -5 penalty on magical attack rolls, the save DCs of their spells would be lowered by five, their AC when targeted by spells and powers would be five less than normal, and they would suffer a -5 penalty to saving throws versus spells. If this Hermetic magus were fighting another Hermetic magus, this opponent would also be affected by the same penalties, which would mean that the effect of the Divine aura would cancel out for both of them.

Bonuses and penalties must affect spell attack rolls, spell save DCs, magical ACs, and saving throws versus magic because the source material has aura bonuses and penalties that affect spellcasting rolls as well as magic resistance. Spell attack rolls and spell save DCs are the equivalent of "spellcasting rolls" in D&D while magic resistance is represented by a target's AC and saving throw bonuses.

Table 17: Magic Aura Effects

Magic Aura	Magic Power	Divine Power	Faerie Power	Infernal Power
1	+0	+0	+0	+0
2	+0	+0	+0	+0
3	+1	+0	+0	-1
4	+1	+0	+0	-1
5	+1	+0	+0	-1
6	+2	+0	+1	-2
7	+2	+0	+1	-2
8	+2	+0	+1	-2
9	+3	+0	+1	-3
10	+3	+0	+1	-3

Table 18: Divine Aura Effects

Divine Aura	Magic Power	Divine Power	Faerie Power	Infernal Power
1	-1	+0	-1	-1
2	-2	+0	-2	-3
3	-3	+1	-4	-5
4	-4	+1	-5	-6
5	-5	+1	-6	-8
6	-6	+2	-8	-10
7	-7	+2	-9	-11
8	-8	+2	-10	-13
9	-9	+3	-12	-15
10	-10	+3	-13	-16

Table 19: Faerie Aura Effects

Faerie Aura	Magic Power	Divine Power	Faerie Power*	Infernal Power
1	+0	+0	+0	+0
2	+0	+0	+0	+0
3	+0	+0	+1	-1
4	+0	+0	+1	-1
5	+0	+0	+1	-1
6	+1	+0	+2	-2
7	+1	+0	+2	-2
8	+1	+0	+2	-2
9	+1	+0	+3	-3
10	+1	+0	+3	-3

* Also applies to Merinita magi using powers and spells from the Magic realm.

Table 20: Infernal Aura Effects

Infernal Aura	Magic Power	Divine Power	Faerie Power	Infernal Power
1	+0	+0	+0	+0
2	+0	+0	-1	+0
3	-1	+0	-2	+1
4	-1	+0	-2	+1
5	-1	+0	-3	+1
6	-2	+0	-4	+2
7	-2	+0	-4	+2
8	-2	+0	-5	+2
9	-3	+0	-6	+3
10	-3	+0	-6	+3

WARPING

Living in a strong mystical aura, being affected by a powerful mystical effect, being continuously under the influence of a mystical effect, and “botching” an attempt to use a mystical ability can all result in a character gaining Warping Points and increasing their Warping Score.

LIVING IN STRONG AURAS

Auras of over five points have an effect on anyone living within them, reflected in gaining Warping Points. Consult the *Ars Magica Core Rulebook*, page 167 and use the “Living in Strong Auras” table to increase the Warping Points of characters when appropriate.

POWERFUL MYSTICAL EFFECTS

For the purposes of D&D, a “powerful mystical effect” will be a D&D spell of 6th level or above. A character gains one Warping Point for every 6th level spell cast on them that meets the requirements found in the *Ars Magica Core Rulebook* (viz., that they themselves were not responsible for the effect or it was not specifically and carefully designed to work on them).

CONSTANT MYSTICAL EFFECTS

A character who is constantly under the influence of one or more active mystical effects gains one Warping Point per year for each effect.

MYSTICAL BOTCHES

The rules for this are detailed in **Warping and Twilight** above.

EFFECTS OF WARPING

When a character has gained at least five Warping Points and has attained a Warping Score of 1 (see **Table 13: Warping Score and Twilight Time**), choose a Minor Flaw from the *Ars Magica Core Rulebook* and describe it in D&D terms. The character now has this flaw. When the Warping Score reaches 3, apply a new Minor Flaw. When the Warping Score reaches 5, the character gains a mystical Minor Virtue. Choose an appropriate Virtue and detail it in D&D terms. This stops any further gain of points from living in a strong aura of the same type as the Minor Virtue.

DUNGEON MASTER'S GUIDE 6: BETWEEN ADVENTURES

THE COVENANT

DMs should use the Ars Magica rulebook Covenants from a narrative point-of-view, unless the players really want to get into it. D&D doesn't worry a whole lot about the base of operations normally, but Ars Magica sagas revolve around this base. The DM should find the correct balance for his or her campaign. Some players just want a place to rest, others may want to detail everything down to each brick.

However, you might need some basic D&D-type rules for running a covenant. Luckily, the DMG gives simple rules for building and maintaining bases and businesses. We'll use these rules.

RUNNING A COVENANT

The reference is the Recurring Expenses and Downtime Activities in the DMG. Consider the covenant to be nothing more than a property with recurring expenses. The default covenant should be an "Outpost or fort" listed in the Maintenance Costs table (p. 127). Smaller and larger covenants can exist (just use what's in the table). Skilled and unskilled hirelings are the grogs. To run at 100% efficiency, you need to have the number of skilled and unskilled hirelings indicated. If you want more than that, you must pay extra (2 g.p. per day for skilled, 2 s.p. per day for unskilled). If you have less than the number indicated, subtract your deficit (as a percentage) from the Running a Business roll that month. If you have more than the number indicated, then add the surplus (as a percentage) to the Running a Business roll that month. Properties can be upgraded in this way (from a fort to a keep for example). This whole thing isn't a science, so feel free to modify results that don't seem appropriate.

To figure out how the covenant is doing logistically and financially, use Running a Business in the DMG on page 129 with some changes. First, assume that there is a grog that is assigned as the leader of the day-to-day operations of the covenant who spends the whole month running things (the Autocrat, I believe). Roll on the Running a Business table once per month and add 30 (as long as the grog "castellan" was allowed to run things full time). Modify this roll by personnel deficit or surplus. If a profit is indicated, instead of multiplying the roll by 5 gp, multiply it by the Total Cost per Day in the Maintenance Costs table. Larger structures have more expenses but can have larger profits while smaller properties have lower overhead, but less potential for profit.

COVENANTS, D&D STYLE

A covenant is more than just a base of operations. Covenants contain the amassed knowledge, expertise, wealth, power, and resources of the "troupe" (or "adventuring party" from a D&D perspective). The covenant is where the characters perform their downtime activities between adventures and these activities are very important to a campaign set in Mythic Europe. The following guidelines can help detail each covenant from a D&D point-of-view.

COVENANT POWER LEVEL

Covenants will be rated by level, which is analogous to character level for player characters. This level will be referred to as the “covenant level.” The table below details traits for covenants having levels from 1 to 20. The table below shows the default traits for a covenant of the given covenant level at the start of the campaign. Character actions can change these traits through play.

Table 21: Covenant Traits

Covenant Level	Power Level	Minimum Age	Number of Vis Sources	Pawns of Vis per Annum	Starting Vis Stocks	Maximum Spell Level in Library	Class Levels
1	Low	None	2	2	12	1st	4
2	Low	None	2	5	25	1st	8
3	Low	None	2	7	37	2nd	12
4	Low	None	2	10	50	2nd	16
5	Medium	10 years	3	12	62	3rd	20
6	Medium	20 years	3	15	75	3rd	24
7	Medium	30 years	3	17	87	4th	28
8	Medium	40 years	3	20	100	4th	32
9	High	50 years	4	22	112	5th	36
10	High	60 years	4	25	125	5th	40
11	High	70 years	4	27	137	6th	44
12	High	80 years	4	30	150	6th	48
13	Legendary	90 years	5	32	162	7th	52
14	Legendary	100 years	5	35	175	7th	56
15	Legendary	150 years	5	37	187	8th	60
16	Legendary	200 years	5	40	200	8th	64
17	Legendary	250 years	6	42	212	9th	68
18	Legendary	300 years	6	45	225	9th	72
19	Legendary	350 years	6	47	237	9th	76
20	Legendary	400 years	6	50	250	9th	80

The covenant level is shown in Column 1. The power level, as described in the *Ars Magica* Core Rulebook, is shown for reference in Column 2. The minimum age of the covenant, given its power level, is listed in Column 3. The covenant’s starting number of vis sources is shown in the next column. Column 5 shows the total number of pawns of vis per year that can be harvested from all sources (not the number of pawns per source). Starting vis stocks are given in Column 6. The maximum level of spells that can be found in the covenant’s library is shown in Column 7. Finally, the number of “class levels” that are available for advancement purposes is shown in the last column. These traits will be explained in more detail below.

COVENANT VIS SOURCES AND VIS STOCKS

Each covenant begins with a number of vis sources, from two to six, depending on the covenant level. The number of pawns of vis the covenant can gain from these sources is split between sources however the gaming group decides. The Art that each source is attuned to should also be detailed. Techniques correspond to D&D schools of magic in most cases. The Forms correspond to various damage types and also relate to magical spell descriptions. Starting vis stocks can be spread among various Arts as the gaming group decides.

THE COVENANT LIBRARY

A covenant's library is assumed to contain magical lore relating to spell and magic item creation. The maximum spell level that can be found in a default covenant library is equal to twice the covenant level minus one. To find a lab text for a particular spell, a character must search through the library for a number of days equal to one plus the covenant level divided by four, all fractions rounded up (this happens to be the same as the Number of Vis Sources). Once this time is spent, the character makes an Intelligence (Investigation) ability check with a DC of 10 + the level of the spell. Success indicates a useful lab text has been found that could be used to invent the spell (using the downtime activities rules). Make a note that the looked-for spell has a lab text in the covenant's library. Each character can make one attempt to find a particular spell.

To find a lab text detailing the process to create a particular magic item, the same amount of time must be spent (two to six days). The character then makes an Intelligence (Investigation) ability check against a DC of 10 + the "tier" of the magic item + 3 (if a major magic item). The character adds the number of days spent searching (two to six) to their ability check. The character can search for more days than the minimum indicated for the covenant level, if desired, but the maximum addition to the ability check is six. If a lab text is found, then the magic item can be created, using the downtime activities rules. Make a note that the magic item has a lab text in the library. Each character can make one attempt to find a lab text for a particular magic item.

Tiers for magic items are shown in the table below.

Table 22: Magic Item Tiers

Tier	Minor Items	Major Items
1	Common	--
2	Uncommon	--
3	Rare	Uncommon
4	Very Rare	Rare
5	Legendary	Very Rare
6	--	Legendary

COVENANT CLASS TRAINING

Covenants are also a place to learn, train, and advance in character classes. This concept is necessary in a Mythic Europe setting for D&D because various *summae* and *tractatus* are available in Ars Magica covenants to advance characters' Arts and abilities. In D&D, advancement is through gaining class levels. A covenant's resources that can be used to advance in class levels are represented not only by the library, which can contain manuals, references, and other written works on the twelve character classes, but also gymnasias, danger rooms, puzzle rooms, jousting fields, meditation halls, conservatories, wilderness areas, summoning rooms, shrines, sparring rings, and other facilities that would be of use to characters of various classes. Furthermore, specialists would fall under the resources available to aid characters in advancing their class levels.

The way this is represented is by a number of class levels possessed by the covenant. This total number, from which you will assign to the twelve character classes, is the maximum number of class levels that each character could possibly advance in while gaining their 250 XP per season (or 1,000 XP per year) while undergoing research and training on that particular class. Each class may be assigned no more class levels than the covenant level or ten levels, whichever is lower.

An example will clarify. Let's say the gaming group decides to create a 7th level covenant. We see that a 7th level covenant starts with 28 class levels. The group decides that this covenant specializes in martial endeavors, espionage, and, of course, the practice of magic. The group can assign no more than seven levels to any one class. They decide to assign five levels to fighter, five levels to rogue, five levels to sorcerer, five levels to warlock, and five levels to wizard. The remaining three levels they assign to druid. This means that a character who is a member of that covenant, or is allowed to remain there and train for some reason, could attain a maximum of five class levels in fighter, rogue, sorcerer, warlock, and wizard and only three class levels in druid. They could not advance in the other classes at all by using the covenant's resources (they could still adventure and gain class levels in whatever they want from the XP gained from adventuring). They could advance in class levels higher than those given, but they would have to use XP gained from adventuring. For example, if an apprentice trained at the covenant is a 5th level wizard, she could not gain the 6th level in wizard from the covenant's resources. She would have to adventure to gain that 6th level (and the 7th, and the 8th, etc.).

Characters may advance in classes and up to the level maximums based on the covenant's class training resources and also from any other characters at the covenant, based on their own class levels. So, if there were a 9th level wizard at the covenant, our 5th level, newly-Gauntleted wizard could use the covenant's resources to advance to 6th, 7th, 8th, and even 9th level. This assumes that she is working closely with the covenant's 9th level wizard during her downtime while she earns 250 XP per season. However, most magi would never spend multiple seasons training other magi. It is more effective to increase the covenant's overall ability to serve as a training ground for the various character classes. See **Improving the Covenant** below.

THE COVENANT'S MAGIC ITEMS

To determine the covenant's on-hand magic items, refer to the section on Awarding Magic Items in Xanathar's Guide to Everything (page 135). Use the covenant level and allow the players to pick the appropriate number of items by power and rarity on the Magic Items Awarded by Rarity table. These magic items can be requisitioned by the Hermetic magi, companions, and grogs in a manner determined by the individual covenant. In powerful covenants, the PCs may have to defer to higher level NPCs, who will decide what, if any, magic items the PCs can use (i.e., the DM will decide).

HOOKS AND BOONS

These are mostly narrative, so they can be used almost as-is.

IMPROVING THE COVENANT

The table above represents the default traits for a starting covenant of the levels shown. After the campaign begins, actions of the player characters can improve the covenant beyond these minimums. Vis sources can be found and claimed, adding to the number of vis sources, the pawns of vis harvested in a year, and perhaps even vis stocks over time. Lab texts detailing invented spells can be added to the covenant's library as well as lab texts for magic items. New magic items can be created and added to the covenant's stores. Hooks and boons will come and go during play.

A covenant's class levels can be increased as well. To increase the covenant's class level maximum in a class, a number of seasons must be spent upgrading the covenant. This number is equal to the proficiency bonus of the level added. Any characters involved in the upgrade must have the number of class levels or more in the class that is being upgraded. For example, to raise the covenant's class level in wizard from 5th to 6th, it takes one character three seasons or perhaps three characters only one season. Each of these characters must have at least six class levels in wizard. Class levels can be increased above 10th through this method.

DUNGEON MASTER'S GUIDE 7: TREASURE

TREASURE IN MYTHIC EUROPE

The economic systems in *Ars Magica* and D&D, are different. As with any campaign, accumulation of so much treasure that adventuring becomes unnecessary is probably not desirable. As with most things, the DM should determine how much and what types of treasure to make available. There shouldn't be the heaps of coins and magical items found in most D&D games, though. Stick to *Ars Magica*-style treasure and you'll get it right.

Ensure that any D&D magic items include as treasure fit the campaign conventions of Mythic Europe.

DUNGEON MASTER'S GUIDE 8: RUNNING THE GAME

AWARDING EXPERIENCE POINTS

First, you must eliminate the concept of gaining experience points from defeating enemies. Magi are so powerful, even at 1st level, that if you award XP for kills, you'll soon have 20th level characters. In Mythic Europe, killing is normally more trouble than it's worth. A magus who murders another magus will be Marched. A magus who goes around killing mundanes will probably be Marched as well (endangering *sodales*). A magus who feels that it is safe to attack creatures of the Faerie Realm will find themselves in all sorts of trouble, from faeries, from Merinita magi. Antagonizing creatures of the Infernal Realm is not a good idea either. This isn't to say that combat doesn't have a place in this setting, after all, we're playing D&D! Just keep in mind that real people would attempt to attain their goals without having to resort to armed confrontation. You don't get XP in real life for killing.

So, how should experience be awarded? Experience should not be awarded in the middle of an adventure but should be awarded after the end of an adventure right before a period of downtime. How much should be awarded? I say that the DM should simply arbitrarily award XP on the basis of how fast the campaign needs to progress. It should never be awarded more slowly than 250 XP per season or 1,000 XP per year, though, because even NPCs who don't adventure get that much.

A good rule-of-thumb should be that PCs gain 2nd level after the first adventure. After that you can follow the guidelines in the DMG that talk about gaining a level after every two or three adventures. The DM really shouldn't have to keep track of actual XP, just award an amount proportional to how much closer to next level the PCs have gotten.

DUNGEON MASTER'S GUIDE 9: DUNGEON MASTER'S WORKSHOP

SO HOW DO I USE THIS?

This whole document is essentially a big Dungeon Master's Workshop project, so it is appropriate to discuss how to use this supplement here.

DETAILING THE COVENANT

This is essentially the step that brings the playing group together to decide what sort of Mythic Europe D&D campaign they want. It doesn't have to follow either a conventional D&D campaign or a conventional Ars Magica saga.

GENERATING CHARACTERS

You'll use almost the same procedures for making characters like you would in normal D&D. Each player should make a magus character and a companion character. Grogs will be made by the DM.

- 1. Choose Background.** Use the backgrounds in this supplement to define how your character fits into Mythic Europe. Hermetic magi must take the Hermetic Magus background. Companions can take any background except Hermetic Magus.
- 2. Choose a Class.** Next you should choose your character class. You can choose one that's natural for your background. Or you can go against type, like taking barbarian for your magister in artibus. Hermetic magi can take any class, including the ones detailed in this supplement. Companions can only take levels in barbarian, explorer, fighter, monk, rogue, savant, and warden.
- 3. Determine Ability Scores.** Generate your scores using whatever method the DM tells you.
- 4. Choose a Descriptor.** Remember, there are no races, just descriptors. However, if you want to play a non-human character discuss with your DM.
- 5. Choose Options.** Pick all of your skills, proficiencies, spells, etc. The process for a Hermetic magus will be more complicated.
- 6. Choose Equipment.** Make sure your character's equipment matches their lifestyle, background, and class.

ONE PLAYER, TWO CHARACTERS

Each player will make two characters. One will be a companion character while the other will be a Hermetic magus (or equivalent). Companions should start at 1st level. Hermetic magi should be 5th level at start, to represent their power level. The DM has a few options given the fact that Hermetic magi need to start at a higher power level.

One method is to have the players create and play companion characters only until they reach 5th level, at which time they generate their magi characters. After this point, they can choose to play their companion or their magus (but not both) for each adventure. The character that stays behind will earn exactly the same amount of experience as the character who did the adventuring (because they were presumably doing something as well).

Another option is to allow the beginning 5th level Hermetic magi to mingle with the starting 1st level companions. Eventually, the two character types will “even out” as the 5th level characters will be earning less experience while the lower level characters will be earning more.

USING THE SOURCEBOOKS

You’ll want to use the Ars Magica sourcebooks for inspiration, not for the rules. Tribunal books will give you the information you need for the campaign setting. Any NPCs can be generated using D&D rules by simply giving them 1,000 XP per year. Hermetic magi start at 5th level right at Gauntlet. Companions start at 1st level. For creatures, you can find equivalent monsters in the Monster Manual, or use the descriptions given in the Ars Magica source material to make your own stat blocks for them. New spells can be created that are inspired from Ars Magica rulebooks. The whole idea is use D&D for the rules side and Ars Magica for the “fluff” side.

ADVENTURES

In this campaign setting, adventures do not happen as frequently as they do in normal D&D campaigns. One good adventure per year is about all the characters should engage in. Characters should adventure long enough to grow old and perhaps even die due to natural causes. New characters can be created from apprentices and younger companions that join the covenant.

D&D adventurers always seem to be wanderers whereas characters in Ars Magica always seem to be tied to covenants. You may have to relax conventions somewhat and allow for wandering parties of magi and companions to keep the spirit of the D&D game. Wandering through Arcadian realms might be an easy way to accomplish this.

APPENDIX A: D&D EQUIVALENTS OF HERMETIC SPELLS

The following table lists D&D spells that are close to, if not actually the same as, the spells listed in the Ars Magica Core Rulebook. This list represents a very quick look. Most spells are not exactly the same and the power levels may not be roughly equivalent. However, enterprising DMs may be able to use the system found in **Creating New Spells** (above) to more closely approximate some of the spells from Ars Magica. This table is provided as a starting point only.

Table 23: D&D Equivalents of Hermetic Spells

Ars Magica Spell	Technique	Form	Level	Page	D&D Spell	Level	Edition
Aegis of the Hearth	Re	Vi	Gen	161	Hallow	5	5
Agony of the Beast	Pe	An	15	119	Confusion	4	5
Air's Ghostly Form	Cr	Au	5	125	Fog Cloud	1	5
Arc of Fiery Ribbons	Cr	Ig	25	140	Burning Hands	1	5
Arm of the Infant	Mu	Co	20	131	Bestow Curse	3	5
Aura of Ennobled Presence	Mu	Im	10	145	Enhance Ability	2	5
Aura of Rightful Authority	Re	Me	20	151	Charm Person	1	5
Awaken the Slumbering Corpse	Re	Co	25	134	Animate Dead	3	5
Ball of Abysmal Flame	Cr	Ig	35	140	Fireball	3	5
Bane of the Decrepit Body	Pe	Co	25	133	New: Aging	8	5
Beast of Miniscule Proportions	Mu	An	20	119	Reduce	1	5
Beast of Outlandish Size	Mu	An	15	118	Enlarge	2	5
Beast Remade, The	Mu	An	25	119	Polymorph	4	5
Bind Wound	Cr	Co	10	129	Spare the Dying	0	5
Black Whisper	Pe	Me	40	151	Insanity	7	3
Blade of the Virulent Flame	Cr	Ig	15	140	Flame Blade	2	5
Blessing of Childlike Bliss	Pe	Me	25	151	Feeblemind	8	5
Blunt the Viper's Fangs	Pe	An	15	119	Bestow Curse	3	5
Bountiful Feast, The	Cr	He	35	135	Plant Growth	3	5
Break the Oncoming Wave	Re	Aq	10	124	Control Water	4	5
Breath of the Open Sky	Cr	Au	40	126	Control Weather	8	5
Breath of Winter	Re	Aq	15	124	Prestidigitation	0	5
Bridge of Frost	Re	Aq	30	124	Water Walk	3	5
Bridge of Wood	Cr	He	20	135	Fabricate	4	5
Broom of the Winds	Cr	Au	15	125	Dust Devil	2	2
Burst of the Sweeping Flames	Re	Ig	25	143	Fireball	3	5
Call of the Rushing Waters	In	Aq	15	122	Find the Path	6	5
Call to Slumber, The	Re	Me	10	151	Sleep	1	5
Calling the Council of the Trees	Re	He	45	139	Call Woodland Beings	4	1
Calling the Odious Drought	Pe	Aq	50	123	Control Weather	8	5
Calm the Motion of the Heart	Pe	Me	15	150	Calm Emotions	2	5
Captive Voice, The	Re	Im	25	147	New: Capture Voice	2	5
Cascade of Rocks	Pe	Te	40	155	Earthquake	8	5

Chamber of Invisibility	Pe	Im	25	146	Mass Invisibility	7	3
Chamber of Spring Breezes	Cr	Au	5	125	Gust of Wind	0	5
Chaos of the Angry Waves	Re	Aq	30	124	Control Water	4	5
Charge of the Angry Winds	Cr	Au	15	125	Gust of Wind	2	5
Charm Against Putrefaction	Cr	Co	10	129	Gentle Repose	2	5
Cheating the Reaper	Cr	Co	30	129	Greater Restoration	5	5
Chirurgeon's Healing Touch, The	Cr	Co	20	129	Cure Wounds	1	5
Circle of Beast Warding	Re	An	5	120	Antipathy/Sympathy	8	5
Circle of Encompassing Flames	Cr	Ig	35	140	Wall of Fire	4	5
Circling Winds of Protection	Cr	Au	20	125	Shield	1	5
Circular Ward Against Demons	Re	Vi	Gen	162	Magic Circle	3	5
Clear Sight of the Naiad	In	Aq	5	122	Shape Water	0	5
Clenching Grasp of the Crushed Heart	Pe	Co	40	133	Finger of Death	7	5
Cloak of Black Feathers	Mu	Co	30	131	Polymorph	4	5
Cloak of Mist	Mu	Co	40	131	Gaseous Form	3	5
Cloak of the Duck's Feathers	Re	Aq	5	124	Shape Water	0	5
Closing the Earth's Gate	Pe	Aq	25	123	New: Destroy Water	3	5
Cloudless Sky Returned, The	Pe	Au	30	128	Control Weather	8	5
Clouds of Rain and Thunder	Cr	Au	25	126	Control Weather	8	5
Clouds of Summer Snow	Cr	Au	25	126	Control Weather	8	5
Clouds of Thunderous Might	Re	Au	30	128	Control Weather	8	5
Coat of Flame	Cr	Ig	25	140	Flame Strike	5	5
Coerce the Spirits of the Night	Re	Me	20	152	Command Undead	2	3
Coils of the Entangling Plants	Re	He	20	138	Entangle	1	5
Comfort of the Drenched Traveler	Pe	Aq	5	123	Dry	0	1
Commanding the Harnessed Beast	Re	An	30	120	Dominate Beast	4	5
Confusion of the Insane Vibrations	Re	Im	30	147	Bestow Curse	3	5
Confusion of the Numbed Will	Re	Me	15	151	Confusion	4	5
Conjuration of the Indubitable Cold	Pe	Ig	25	142	Control Temperature, 10' Radius	4	1
Conjure the Sturdy Vine	Cr	He	5	135	Fabricate	4	5
Conjuring the Mystic Tower	Cr	Te	35	153	Mighty Fortress	8	5
Converse with Plant and Tree	In	He	25	136	Speak with Plants	3	5
Creeping Chasm	Re	Te	35	156	Earthquake	8	5
Creeping Oil	Cr	Aq	15	121	New: Creeping Oil	1	5
Crest of the Earth Wave	Re	Te	20	156	Earthquake	8	5
Cripple the Howling Wolf	Pe	An	25	120	Bestow Curse	3	5
Crystal Dart, The	Mu	Te	10	154	Magic Stone	1	1
Curse of Circe	Mu	Co	30	131	Polymorph	4	5
Curse of the Desert	Pe	Aq	25	123	Horrid Wilting	8	5
Curse of the Haunted Forest	Mu	He	60	137	Druid's Grove	6	5
Curse of the Leprous Flesh	Pe	Co	25	133	Contagion	5	5
Curse of the Ravenous Swarm	Cr	An	50	117	Insect Plague	5	5

Curse of the Rotted Wood	Pe	He	5	137	Disintegrate	6	5
Curse of the Unportended Plague	Pe	Co	55	133	New: Inflict Plague	9	5
Curse of the Unruly Tongue	Re	Co	5	134	Hideous Laughter	1	5
Dance of the Staves	Re	He	5	138	Animate Objects	5	5
Decay Fur and Hide	Pe	An	10	119	New: Decay	2	5
Deluge of Rushing and Dashing	Cr	Aq	40	121	Control Water	4	5
Demon's Eternal Oblivion	Pe	Vi	Gen	160	Dispel Evil and Good	5	5
Despair of the Quivering Manacles	Re	Co	15	134	Bestow Curse	3	5
Discern Own Illusions	In	Im	15	145	Detect Illusion	3	1
Discern the Images of Truth and Falsehood	In	Im	Gen	144	True Seeing	6	5
Disenchant	Pe	Vi	Gen	160	Mage's Disjunction	9	3
Disguise of the New Visage	Mu	Co	15	131	Disguise Self	1	5
Disguise of the Putrid Aroma	Re	An	5	120	Sanctuary	1	5
Disguise of the Transformed Image	Mu	Im	15	146	Disguise Self	1	5
Dispel the Phantom Image	Pe	Im	Gen	146	Dispel Illusion	4	1
Doublet of Impenetrable Silk	Mu	An	15	118	Mage Armor	1	5
Dust to Dust	Pe	Co	15	132	Disrupt Undead	0	3
Ear for Distant Voices, The	In	Im	20	145	Clairaudience	3	1
Earth Shock	Re	Te	30	156	Earthquake	8	5
Earth Split Asunder, The	Re	Te	30	156	Earthquake	8	5
Earth that Breaks No More	Mu	Te	20	154	Transmute Mud to Rock	5	3
Earth's Carbuncle, The	Re	Te	15	156	Spike Growth	2	5
Edge of the Razor	Mu	Te	20	154	Magic Weapon	2	5
Enchantment of Detachment	Pe	Me	15	150	Calm Emotions	2	5
Enchantment of the Scrying Pool	In	Aq	30	122	Scrying	5	5
End of the Mighty Castle	Pe	Te	25	155	Earthquake	8	5
Endurance of the Berserkers	Re	Co	15	134	Death Ward	4	5
Enigma's Gift, The	Cr	Vi	30	157	(No equivalent possible)		
Enslave the Mortal Mind	Re	Me	40	152	Dominate Person	5	5
Exchange of the Two Minds	Re	Me	55	152	Magic Jar	6	5
Eye of the Sage, The	In	Co	30	131	Scrying	5	5
Eyes of the Bat	In	Au	25	127	Darkvision	2	5
Eyes of the Cat	Mu	Co	5	131	Darkvision	2	5
Eyes of the Eagle	In	Im	25	145	Clairvoyant Sense	2	3
Eyes of the Eons	In	Te	10	153	Prestidigitation	0	5
Eyes of the Flame	In	Ig	35	141	Scrying	5	5
Eyes of the Treacherous Terrain	In	Te	15	153	Detect Snares and Pits	1	3
Falcon's Hood, The	Pe	An	25	119	Blindness/Deafness	2	5
Fist of Shattering	Pe	Te	10	155	Shatter	2	5
Flames of Sculpted Ice	Mu	Ig	35	142	Polymorph Any Object	8	3
Flash of the Scarlet Flames	Cr	Ig	15	140	Blindness/Deafness	2	5
Fog of Confusion	Mu	Au	45	128	Maddening Darkness	8	5

Footsteps of Slippery Oil	Cr	Aq	5	121	Grease	1	5
Forgiving Earth, The	Re	Te	20	156	Transmute Rock to Mud	5	3
Freeing the Striding Tree	Re	He	30	139	Awaken	5	5
Frosty Breath of the Spoken Lie	In	Me	20	149	Discern Lies	4	3
Gather the Essence of the Beast	Re	Vi	15	162	(No equivalent possible)		
Gathering of the Stormy Might	Re	Au	40	129	Control Weather	8	5
Gentle Beast, The	Re	An	25	120	Animal Friendship	1	5
Gentle Touch of the Purified Body	Cr	Co	20	129	Protection from Poison	2	5
Gift of Reason	Cr	Me	35	148	Wish	9	5
Gift of the Bear's Fortitude	Mu	Co	25	131	Barkskin	2	5
Gift of the Frog's Legs	Re	Co	15	134	Jump	1	5
Gift of Vigor, The	Re	Co	20	134	Empathic Transfer	2	3
Gloom of Evening	Pe	Ig	10	142	Darkness	2	5
Great Rot, The	Pe	He	25	138	Disintegrate	6	5
Grip of the Choking Hand	Pe	Co	25	133	Ray of Exhaustion	3	3
Growth of the Creeping Things	Mu	An	15	118	Enlarge	1	5
Hands of the Grasping Earth	Re	Te	15	156	Hold Person	2	5
Haunt of the Living Ghost	Cr	Im	35	144	Project Image	7	5
Heat of the Searing Forge	Cr	Ig	10	140	Heat Metal	2	5
Hermes' Portal	Re	Te	75	156	Teleportation Circle	5	5
Hornet Fire	Mu	Ig	10	141	Pyrotechnics	2	3
Hunt for the Wild Herb	In	He	5	136	Locate Animals or Plants	2	5
Hunter's Sense	In	An	30	118	Speak with Animals	1	5
Ice of Drowning	Re	Aq	35	124	Ice Storm	4	5
Illusion of Cool Flames	Pe	Im	10	146	Control Temperature, 10' Radius	4	1
Illusion of the Misplaced Castle	Re	Im	50	147	Mirage Arcane	7	5
Illusion of the Shifted Image	Re	Im	10	146	Displacement	3	3
Image from the Wizard Torn	Re	Im	30	147	Project Image	7	5
Image of the Beast	In	An	5	117	New: Detect Beast	1	5
Image Phantom	Mu	Im	20	146	Massmorph	5	2
Incantation of Lightning, The	Cr	Au	35	126	Lightning Bolt	3	5
Incantation of Putrid Wine	Mu	Aq	15	122	Putrefy Food and Drink	2	2
Incantation of Summoning the Dead	Re	Me	40	152	Create Greater Undead	8	3
Incantation of the Body Made Whole	Cr	Co	40	129	Heal	6	5
Incantation of the Milky Eyes	Pe	Co	30	133	Blindness/Deafness	2	5
Inexorable Search, The	In	Co	20	131	Locate Creature	4	5
Infernal Smoke of Death	Mu	Au	40	127	Cloudkill	5	5
Inmost Companion	Mu	Me	40	149	Arcane Eye	4	5
Intuition of the Forest	In	He	10	136	Commune with Nature	5	5
Invisibility of the Standing Wizard	Pe	Im	15	146	Invisibility	2	5
Invisible Eye Revealed, The	In	Vi	Gen	157	Detect Scrying	4	3
Invocation of Weariness	Pe	Co	20	133	Ray of Exhaustion	3	3

Jupiter's Resounding Blow	Cr	Au	10	125	Thunderwave	1	5
Kiss of Death, The	Pe	Co	45	133	Finger of Death	7	5
Lamp Without Flame	Cr	Ig	10	140	Continual Flame	2	5
Lay to Rest the Haunting Spirit	Pe	Me	Gen	150	Dispel Evil and Good	5	5
Leap of Homecoming, The	Re	Co	35	135	Teleport	7	5
Leap of the Fire	Re	Ig	10	143	Conjure Minor Elementals	4	5
Lifting the Dangling Puppet	Re	Co	15	134	Telekinesis	5	5
Light Shaft of the Night	Re	Ig	20	143	Starshine	3	1
Lord of the Trees	Re	He	25	139	Conjure Fey	6	5
Loss of But a Moment's Memory	Pe	Me	15	151	Forget	2	2
Lungs of the Fish	Mu	Aq	20	122	Water Breathing	3	5
Maintaining the Demanding Spell	Re	Vi	Gen	162	New: Concentration	7	5
Many-Hued Conflagration, The	Mu	Ig	5	141	Daze	0	3
Masking the Odor of Magic	Pe	Vi	Gen	160	New: Obfuscate Magic	3	5
Mastering the Unruly Beast	Re	An	25	120	Dominate Beast	4	5
Memory of the Distant Dream	Cr	Me	20	148	Modify Memory	5	5
Mighty Torrent of Water	Cr	Aq	20	121	Push	1	1
Mind of the Beast	Mu	Me	30	149	Feeblemind	8	5
Miner's Keen Eye, The	In	Te	20	153	Locate Object	2	5
Mirror of Opposition (Form)	Mu	Vi	Gen	159	New: Alter Spell	7	5
Mists of Change	Mu	Co	60	132	Mass Polymorph	9	5
Moonbeam	Cr	Ig	3	139	Light	0	5
Neptune's Wrath	Re	Aq	40	125	Tsunami	10	3
Notes of a Delightful Sound	Mu	Im	10	145	Skill Empowerment	5	5
Object of Increased Size	Mu	Te	15	154	Enlarge/Reduce	2	5
Obliteration of the Metallic Barrier	Pe	Te	20	155	Transmute Rock to Mud	5	3
Opening the Intangible Tunnel	Re	Vi	Gen	162	Scrying	5	5
Opening the Tome of the Animal's Mind	In	An	25	118	Detect Thoughts	2	5
Pains of the Perpetual Worry	Cr	Me	20	148	Bestow Curse	3	5
Palm of Flame	Cr	Ig	5	139	Prestidigitation	0	5
Panic of the Elephant's Mouse	Re	An	15	120	Fear	3	5
Panic of the Trembling Heart	Cr	Me	15	148	Fear	3	5
Parching Wind	Pe	Aq	20	123	Horrid Wilting	8	5
Parting the Waves	Re	Aq	30	124	Control Water	4	5
Pass the Unyielding Portal	Mu	He	5	137	Knock	2	5
Passion's Lost Feeling	Pe	Me	25	151	Bestow Curse	3	5
Past of Another	Mu	Me	35	149	Feeblemind	8	5
Peering into the Mortal Mind	In	Me	30	149	Mind Probe	5	3
Perception of the Conflicting Motives	In	Me	15	149	Detect Thoughts	2	5
Phantasm of the Human Form	Cr	Im	25	144	Major Image	3	5
Phantasm of the Talking Head	Cr	Im	10	144	Magic Mouth	2	5
Phantasmal Animal	Cr	Im	20	144	Major Image	3	5

Phantasmal Fire	Cr	Im	20	144	Major Image	3	5
Phantom Gift, The	Cr	Vi	15	157	(No equivalent possible)		
Physician's Eye	In	Co	5	130	Status	2	3
Piercing Shaft of Wood	Mu	He	10	137	Conjure Barrage	3	5
Piercing the Faerie Veil	In	Vi	20	158	(No equivalent possible)		
Pilum of Fire	Cr	Ig	20	140	Firebolt	0	5
Pit of the Gaping Earth	Pe	Te	15	155	Earthquake	8	5
Plant's Withering Bane	Pe	He	20	137	Blight	4	5
Poisoning the Will	Pe	Me	60	151	New: Curse Town	8	5
Posing the Silent Question	In	Me	20	149	Mind Probe	5	3
Preternatural Growth and Shrinking	Mu	Co	15	131	Enlarge/Reduce	2	5
Prison of Flames	Mu	Ig	20	142	Wall of Fire	4	5
Probe for Pure Silver	In	Te	4	153	Locate Object	2	5
Probe Nature's Hidden Lore	In	He	4	136	Druidcraft	0	5
Prying Eyes	In	Im	5	144	Clairvoyance	3	5
Pull of the Skybound Winds	Cr	Au	30	126	Reverse Gravity	7	3
Pull of the Watery Grave	Re	Aq	35	124	Control Water	4	5
Purification of the Festering Wounds	Cr	Co	20	129	Cure Wounds	1	5
Push of the Gentle Wave	Re	Aq	15	124	Control Water	4	5
Quiet the Raging Winds	Pe	Au	20	128	Control Winds	5	5
Rain of Oil	Mu	Au	50	128	New: Transmute Rain to Oil	9	5
Rain of Stones	Mu	Au	20	127	New: Stone Rain	4	5
Recollection of Memories Never Quite Lived	Mu	Me	4	149	Modify Memory	5	5
Removal of the Conspicuous Sigil	Pe	Im	20	146	Erase	1	1
Repel the Wooden Shafts	Re	He	10	138	New: Repel Weapon	1	5
Restoration of the Defiled Body	Cr	Co	25	129	Lesser Restoration	2	5
Restore the Moved Image	Re	Im	Gen	146	Dispel Illusion	4	1
Revealed Flaws of Mortal Flesh	In	Co	10	130	Status	2	3
Ring of Warding Against Spirits	Re	Me	Gen	151	Magic Circle	3	5
Rise of the Feathery Body	Re	Co	10	134	Levitate	2	5
Rising Ire	Cr	Me	15	148	Emotion	4	3
Rock of Viscid Clay	Mu	Te	15	154	Stone Shape	4	5
Room of Stale Air	Pe	Au	15	128	Bane	1	5
Rope of Bronze	Mu	He	15	137	Creation	5	5
Rusted Decay of Ten-Score Years	Pe	Te	10	155	Rusting Grasp	4	3
Sailor's Foretaste of the Morrow	In	Au	20	127	Commune with Nature	5	5
Scales of the Magical Weight	In	Vi	5	158	(No equivalent possible)		
Scent of Peaceful Slumber	Re	Me	20	152	Sleep	1	5
Seal the Earth	Cr	Te	15	152	Move Earth	6	5
Sense of Magical Power	In	Vi	2	157	Detect Magic	1	5
Sense of the Lingering Magic	In	Vi	30	158	Detect Magic	1	5
Sense the Feet that Tread the Earth	In	Te	30	154	Commune with Nature	5	5

Sense the Nature of Vis	In	Vi	5	158	(No equivalent possible)		
Seven-League Stride	Re	Co	30	135	Teleport	7	5
Severed Limb Made Whole, The	Cr	Co	25	129	Regenerate	7	5
Shadow of Human Life, The	Cr	Im	40	144	Shadow Monsters	4	2
Shadow of Life Renewed, The	Cr	Co	75	129	Raise Dead	5	5
Shadows of the Fires Past	In	Ig	15	141	Commune with Nature	5	5
Shape of the Woodland Prowler	Mu	Co	25	131	Polymorph	4	5
Shell of False Determinations	Cr	Vi	Gen	157	Nystul's Magic Aura	2	5
Shell of Opaque Mysteries	Cr	Vi	Gen	157	Nystul's Magic Aura	2	5
Shiver of the Lycanthrope	In	An	10	118	New: Detect Shapechanger	1	5
Show of the Flames and Smoke	Mu	Ig	10	141	Pyrotechnics	2	3
Shriek of the Impending Shafts	In	He	15	136	Protection from Arrows	2	3
Shroud Magic	Mu	Vi	Gen	159	(No equivalent possible)		
Shrouded Glen, The	Re	Me	40	152	New: Shrouded Glen	8	5
Sight of the Active Magics	In	Vi	40	159	Detect Magic	1	5
Sight of the Transparent Motive	In	Me	10	148	Detect Thoughts	2	5
Sight of the True Form	In	Co	Gen	130	True Seeing	6	5
Silence of the Smothered Sound	Pe	Im	20	146	Silence	2	5
Silent Vigil, The	Mu	Co	45	132	Meld into Stone	3	5
Snap of Awakening	Re	Me	10	151	New: Wake	1	5
Soothe Pains of the Beast	Cr	An	20	117	Cure Wounds	1	5
Soothe the Ferocious Bear	Re	An	10	120	Animal Friendship	1	5
Soothe the Raging Flames	Pe	Ig	20	142	Control Temperature, 10' Radius	4	1
Sorcerer's Fork, The	Mu	Vi	Gen	159	Twinned Spell Sorcerer Metamagic		
Spasms of the Uncontrolled Hand	Re	Co	5	134	Power Word, Stun	8	5
Stance of the Patient Tree	Mu	Co	35	131	Tree Shape	2	3
Steed of Vengeance	Mu	An	35	119	True Polymorph	9	5
Stench of the Twenty Corpses	Cr	Au	10	125	Stinking Cloud	3	5
Stir the Slumbering Tree	Mu	He	25	137	Awaken	5	5
Stone Tell of the Mind that Sits	In	Te	30	153	Stone Tell	6	3
Stone to Falling Dust	Pe	Te	20	155	Disintegrate	6	5
Strike of the Angered Branch	Re	He	15	138	Wrath of Nature	5	5
Strings of the Unwilling Marionette	Re	Co	25	135	Dominate Person	5	5
Subtle Taste of Poison and Purity	In	Aq	5	122	Detect Poison and Disease	1	5
Summoning the Distant Image	In	Im	25	145	Scrying	5	5
Supple Iron and Rigid Rope	Mu	Te	10	154	Fabricate	4	5
Suppressing the Wizard's Handiwork	Re	Vi	Gen	162	Dispel Magic	3	5
Tales of the Ashes	In	Ig	5	141	Commune with Nature	5	5
Talons of the Winds	Mu	Au	20	127	Blade Barrier	6	5
Tangle of Wood and Thorns	Re	He	15	138	Hold Person	2	5
Taste of the Dulled Tongue	Pe	Im	5	146	Prestidigitation	0	5
Taste of the Spices and Herbs	Mu	Im	5	145	Prestidigitation	0	5

Teeth of the Earth Mother	Mu	Te	35	154	Bones of the Earth	6	5
Thaumaturgical Transformation of Plants to Iron	Mu	He	20	137	Polymorph Any Object	8	3
Thoughts Within Babble	In	Me	25	149	Tongues	3	5
Tip of the Tongue	Pe	Me	5	150	Bestow Curse	3	5
Touch of Midas	Cr	Te	20	153	Creation	5	5
Touch of the Goose Feather	Pe	Co	5	132	Sneeze	0	1
Touch of the Pearls	In	Aq	5	122	Detect Poison and Disease	1	5
Tower of Whirling Water	Re	Aq	35	124	Control Water	4	5
Trackless Step	Re	Te	10	155	Pass without Trace	2	5
Tracks of the Faerie Glow	In	Te	25	153	Hunter's Mark	1	5
Transform to Water	Mu	Co	40	131	Polymorph	4	5
Transformation of the Ravenous Beast to the Torpid Toad	Mu	An	25	119	Polymorph	4	5
Transformation of the Thorny Staff	Mu	He	10	137	Shillelagh	0	5
Trap of the Entwining Vines	Cr	He	15	135	Entangle	1	5
Trapping the Fire	Mu	Ig	25	142	Prestidigitation	0	5
Treacherous Spear, The	Re	He	25	139	Animate Objects	5	5
Treading the Ashen Path	Pe	He	30	138	New: Path of Ash	3	5
Tremulous Vault of the Torch's Flame	Re	Ig	5	142	Prestidigitation	0	5
True Rest of the Injured Brute	Cr	An	20	117	Cure Wounds	1	5
True Sight of the Air	In	Au	15	127	New: Visibility	2	5
Trust of Childlike Faith	Pe	Me	10	150	Glibness	8	5
Twist of the Tongue	Pe	Co	30	133	New: Muteness	2	5
Twist the Living Tree	Re	He	25	139	Fabricate	4	5
Unravelling the Fabric of (Form)	Pe	Vi	Gen	161	Dispel Magic	3	5
Unseen Arm	Re	Te	5	155	Mage Hand	0	5
Unseen Porter, The	Re	Te	10	156	Unseen Servant	1	5
Unyielding Earth	Re	Te	20	156	Transmute Mud to Rock	5	3
Veil of Invisibility	Pe	Im	20	146	Greater Invisibility	4	3
Vile Water of Sterility	Mu	Aq	45	122	New: Putrefy Lake	7	5
Viper's Gaze	Re	An	15	120	Hold Monster	5	5
Vision of Heat's Light	In	Ig	20	141	Darkvision	2	5
Vision of the Haunting Spirits	Mu	Me	40	150	True Seeing	6	5
Visions of the Infernal Terrors	Re	Me	30	152	Phantasmal Killer	4	5
Voice of the Lake	In	Aq	25	122	Commune with Nature	5	5
Walking Corpse, The	Re	Co	35	135	Animate Dead	3	5
Wall of Living Wood	Cr	He	25	135	Wall of Ice	6	5
Wall of Protecting Stone	Cr	Te	25	153	Wall of Stone	5	5
Wall of Thorns	Cr	He	20	135	Wall of Thorns	6	5
Ward Against Faeries of the Air	Re	Au	Gen	128	Magic Circle	3	5
Ward Against Faeries of the Mountain	Re	Te	Gen	155	Magic Circle	3	5
Ward Against Faeries of the Waters	Re	Aq	Gen	124	Magic Circle	3	5
Ward Against Faeries of the Wood	Re	He	Gen	138	Magic Circle	3	5

Ward Against Heat and Flames	Re	Ig	25	143	Protection from Fire	3	2
Ward Against Rain	Re	Au	10	128	Prestidigitation	0	5
Ward Against the Beasts of Legend	Re	An	Gen	120	Antilife Shell	5	5
Ward Against Wood	Re	He	25	139	Protection from Normal Missiles	3	1
Watching Ward	Re	Vi	Gen	162	Contingency	6	5
Waves of Drowning and Smashing	Re	Aq	30	124	Control Water	4	5
Weaver's Trap of Webs	Cr	An	35	117	Web	2	5
Weight of a Thousand Hells	Cr	Me	25	148	Bestow Curse	3	5
Well Without Light	Pe	Ig	25	142	Darkness	2	3
Whispering Winds	In	Au	15	127	Whispering Wind	2	3
Whispers Through the Black Gate	In	Co	15	130	Speak with Dead	3	5
Wielding the Invisible Sling	Re	Te	10	155	Telekinesis	5	5
Wind at the Back	Re	Au	5	128	Prestidigitation	0	5
Wind of Mundane Silence	Pe	Vi	Gen	161	Dispel Magic	3	5
Wings of the Soaring Wind	Cr	Au	30	126	Fly	3	5
Winter's Icy Touch	Pe	Ig	10	142	Ray of Exhaustion	3	3
Wizard's Autumn	Pe	He	15	137	New: Autumn Leaves	2	5
Wizard's Boost (Form)	Mu	Vi	Gen	160	Casting a Spell with a Higher Level Spell Slot		
Wizard's Communion	Mu	Vi	Gen	160	Combine	1	1
Wizard's Eclipse	Pe	Ig	35	142	Eclipse	10	3
Wizard's Icy Grip	Pe	Ig	30	142	Ray of Frost	0	5
Wizard's Mount, The	Cr	An	35	117	Mount	1	3
Wizard's Reach (Form)	Mu	Vi	Gen	160	Spectral Hand	2	3
Wizard's Sidestep	Re	Im	10	147	Mirror Image	2	5
Words of the Flickering Flame	In	Ig	35	141	Commune with Nature	5	5
Words of the Unbroken Silence	Cr	Me	10	148	Message	0	5
Wound that Weeps, The	Pe	Co	15	133	Inflict Wounds	1	5
Wrath of Whirling Winds and Water	Cr	Au	65	126	Control Weather	8	5
Wreaths of Foul Smoke	Cr	Au	10	125	Cloudkill	5	5