

# WIZARDS & WARRIORS

*An Ars Magica Variant*

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## Overview

Obviously, the *Ars Magica* game system can be used for other types of fantasy roleplaying games since *Rune* is a competitive tactical combat game. The idea behind the notes in this document is to provide a way to use *Ars Magica* for a more traditional fantasy roleplaying game along the lines of *Dungeons & Dragons*. Why would anyone want to do that? Why not? What follows is a quick overview of each section, why it is included, and what it hopes to accomplish.

Random characteristic generation is a standard feature of traditional fantasy roleplaying games. Four methods are offered in this document with one of them being close to the original method of characteristic generation found in the first edition of *Ars Magica*.

No fantasy roleplaying game is complete without the usual menagerie of humanoid player character races. Only a quick sketch is provided for each race: dwarf, elf, gnome, half-elf, halfling, half-orc, and human. Races are defined by their normal Size, an Aging Factor, and any Virtues that all members of the race may possess. Storytellers are, of course, free to further define the races and expand upon what is presented here.

Next, a system for hit points is introduced. Hit points provide an amount of buffer points to be used for mitigation of wounds. A character's hit points depend on that character's story importance, defined by having a Social Status, a Story Flaw, and Personality Flaws. Starting hit points are not tied to combat ability, Stamina, Size, or any other game trait.

After this, a system allowing for shorter wound recovery intervals is detailed. This idea is in keeping with most fantasy roleplaying games, especially the modern ones where a character can go from the brink of death to fully functional in one night's sleep. This system adopts the idea that one full month of rest should cure all ills (in accordance with *Advanced Dungeons & Dragons*).

The *Ars Magica* game, with its 42 books, provides a large number of creatures. However, I find these creatures to be very idiosyncratic with statistics blocks that are way larger than what is needed for a traditional fantasy roleplaying game. Rather than provide a bestiary, the Fantasy Monsters section gives quick rules on how to convert *Dungeons & Dragons* monsters into *Ars Magica* foes. Only a simple sketch is provided; Storyteller creativity and rulings will allow monsters to be fully detailed as needed.

Alternatively, the *Ars Magica* combat system can be scrapped and the *Dungeons & Dragons* combat system can be used. This option is described in the *Dungeons & Dragons* Combat section.

The Adventure Advancement section expands upon the analogous section found in the Long-Term Events chapter in the *Ars Magica* rulebook. The rules here are a form of the *Chaosium* advancement system where Abilities that are used in play get "advancement checks" with each check providing 1d6-1 experience points for the Ability checked.

The Abilities section has a few notes on how to use the *Ars Magica* Abilities in a fantasy adventure game in a setting different from Mythic Europe.

The Basic Spellcasting section details some alterations to the normal *Ars Magica* system of Hermetic spellcasting and laboratory work that more closely resembles the Vancian magic systems found in other games. To make a traditional fantasy roleplaying game, I felt like some sort of magical resource management needed to be introduced (other than the normal Fatigue Level constraints). This section posits the existence of "rote spells" which do not require Art scores and can be memorized using the Art of Memory (cf., *The Mysteries, Revised Edition*). This system could even be a Hermetic Breakthrough that allows the unGifted the opportunity to cast Hermetic spells!

Campaign Considerations contains some notes and rambling about how to execute the rules in this document. A different Realm Interaction Table is offered as well as simple rules for Divine, Infernal, Faerie, and Magic spellcasters.

## Random Characteristic Generation

If you would like to randomly-generate characteristics, like in the older, classic roleplaying games, then use one of the methods below. When using this table, you may roll 2d10, 3d6, or 2d4+1d6+4 (depending on Storyteller choice).

Roll (2d10)	Chance	Roll (3d6)	Chance	Roll (2d4+1d6+4)	Chance	Score	Cost
2-3	3 %	3	0.46 %	7	1.04 %	-2	Gain 3
4-6	12 %	4-5	4.17 %	8-9	9.38 %	-1	Gain 1
7-9	21 %	6-8	21.29 %	10-11	23.95 %	+0	0
10-12	28 %	9-12	48.14 %	12-13	31.26 %	+1	1
13-15	21 %	13-15	21.29 %	14-15	23.95 %	+2	3
16-18	12 %	16-17	4.17 %	16-17	9.38 %	+3	6
19-20	3 %	18	0.46 %	18	1.04 %	+4	10

### Method I

Roll each Characteristic and assign them in order: Intelligence, Perception, Strength, Stamina, Presence, Communication, Dexterity, and Quickness.

### Method II

Roll on the table eight times, noting the score gained for each roll. Assign these eight scores as desired.

### Method III

Roll 3d4 to generate a number of points. Use these points to buy your eight Characteristics at the cost shown in the right-most column. You may gain additional points by making some scores -1 (gaining one extra point), -2 (gaining three extra points), or -3 (gaining six extra points).

### Method IV

Choose one Characteristic and roll 1d6. If the roll is 1-2, the Characteristic is +1; 3-4, it is +2; 5-6, it is +3. Next take +0 in one Characteristic pair (Int and Per, Str and Sta, Prs and Com, Dex and Qik). If you choose a pair that has your guaranteed positive, only the other Characteristic is +0. For all other Characteristic pairs in which you have not taken +0, roll two six-sided dice, designating one as the “up” and the other as the “down”. Subtract the down die from the up die. Using this number, assign scores to the Characteristic pair such that the pair adds up to the number you generated. A Characteristic may not be lower than -3 or higher than +3. There may be a difference of up to three between the numbers. If you are rolling for the pair that contains your guaranteed positive, divide the points as you like and take the guaranteed positive that you generated if it would otherwise be lower.

## Fantasy Races

Races are simply defined by their base Size, an Aging Factor, and any Virtues all members possess.

### Dwarf

Base Size: -1  
Racial Virtue: Tough  
Aging Factor: 3  
Advancement Season: 9 months  
Early Childhood: 15  
Adulthood: 54  
Begin Aging Rolls: 105, every three years

### Elf

Base Size: -1  
Racial Virtue: Unaging  
Aging Factor: 7  
Advancement Season: 1 year, 9 months  
Early Childhood: 35  
Adulthood: 126  
Begin Aging Rolls: 245, every seven years

### Gnome

Base Size: -2  
Racial Virtues: Tough, one Minor Supernatural  
Aging Factor: 4  
Advancement Season: 1 year  
Early Childhood: 20  
Adulthood: 72  
Begin Aging Rolls: 140, every four years

### Half-Elf

Base Size: +0  
Racial Virtue: Unaging Appearance  
Aging Factor: 2  
Advancement Season: 6 months  
Early Childhood: 10  
Adulthood: 36  
Begin Aging Rolls: 70, every two years

### Halfling

Base Size: -2  
Racial Virtues: Luck, Tough  
Aging Factor: 1.5  
Advancement Season: 4 months, 2 weeks  
Early Childhood: 8  
Adulthood: 27  
Begin Aging Rolls: 53, every year-and-a-half

### Half-Orc

Base Size: +0  
Racial Virtue: Rapid Convalescence  
Aging Factor: 0.75  
Advancement Season: 3 months  
Early Childhood: 4  
Adulthood: 14  
Begin Aging Rolls: 26, every nine months

### Human

Base Size: +0  
Racial Virtues: None  
Aging Factor: 1  
Advancement Season: 3 months  
Early Childhood: 5  
Adulthood: 18  
Begin Aging Rolls: 35, every year

### Notes

Size is the default for each race. Characters can take other Virtues that make them smaller, bigger, taller, larger, etc. for their race.

Unaging Appearance means that the apparent age increases by one year on an Aging Roll of 10 or more (not 3 or more).

## Racial Age Factor

The racial age factor applies to a number of areas. When “blue booking” each season is actually a length of time equal to age factor times three months. This is denoted by the Advancement Season in each race’s entry above. Character creation time counts as blue booking in this case. The character begins aging rolls at an age equal to the age factor times 35. The frequency of aging rolls is equal to one year times the age factor. The required vis for longevity rituals is also affected by the age factor. (i.e., an elf needs a pawn of vis for every 35 years of age). Half-orcs still have a three-month season (it’s not two months and one week). Aging more quickly is their Minor Flaw to balance their Rapid Convalescence. This whole scheme assumes that the non-human races go through similar percentages of time at different stages of life.

## Hit Points

Because *Ars Magica* combat can be so lethal, a system using hit points is introduced. Hit points essentially act as a buffer to real wounds. The number of hit points that a character gets is related to the character’s importance in the story. Characters gain five hit points for having a Social Status Virtue or Flaw. Characters gain five hit points for having a Minor Story Flaw or ten hit points for having a Major Story Flaw. Characters gain five hit points for each Minor Personality Flaw and ten hit points for a Major Personality Flaw. Characters may only take one Story Flaw and a total of two Personality Flaws (with one of them being Major), so starting characters will normally have from five to 30 hit points. Characters also gain one hit point for every 30 experience points earned from adventures after play begins (do not use character creation or long-term event experience points for this, only experience points gained from adventures).

Hit points are used to “absorb” (in a story sense) any wound that a character would receive. It’s as if the character had a “close call” but luck, divine intervention, natural toughness, etc. saved the day. When a character would receive a wound, the player may opt to reduce the character’s hit point total to eliminate the wound or reduce its severity. Hit points may be reduced by one, up to the Damage Total minus Soak Total, or any number in between. For example, if a Size +0 character would receive a Medium Wound from a Damage Total minus Soak Total of seven, the player could opt to reduce hit points by two to make it a Light Wound or by seven to eliminate the wound altogether (the player would gain nothing by spending one or three to six hit points, as this would still indicate a Medium Wound (6 points) or a Light Wound (1 to 4 points). Once the hit point total reaches zero, any additional damage follows the normal *Ars Magica* rules.

All hit points spent or lost during the day are recovered after a night’s rest (or equivalent). There is no magic that can affect hit points. Hit points are purely a game mechanism to give important characters some level of story immunity from damage.

## Faster Wound Recovery

Heroic fantasy roleplaying games normally have the characters recovering from combat damage much, much quicker than what’s presented in *Ars Magica*. The table below shows the accelerated (i.e., shorter) intervals for wound recovery. These intervals represent one-seventh of those in the *Ars Magica* rulebook. Otherwise, the rules presented in *Ars Magica* remain the same.

Wound Level	Interval	Stable Ease Factor	Improvement Ease Factor
Light	One day	4	10
Medium	Four days	6	12
Heavy	Two weeks	9	15
Incapacitated	Per normal rules		

## Fantasy Monsters

You'll need a lot of monsters with easy-to-use statistics for a hack-and-slash fantasy game. The best option is to use *Dungeons & Dragons* monsters and find a way to quickly convert them for *Ars Magica*. The bare minimum that you need for *Ars Magica* combat is Initiative, Attack, Defense, Damage, Soak, Wound Threshold, and Fatigue Levels. You may also want to use Hit Points to keep combat simple (when a creature's hit points go to zero or less, they drop). You may need Might as well. Monsters that would have magic resistance in *AD&D Second Edition* should have a Might score (such as demons, daemons, devils, devas, and the like). Although in Mythic Europe, every supernatural creature has Might, many such creatures are "natural" for a fantasy world, and will not have Might (but they could have the Parma Magica Ability!).

It is recommended that *D&D* stats be used to calculate the *Ars Magica* traits like so:

<b>Initiative Total</b>	Stress Die + any D&D bonus to initiative
<b>Attack Total</b>	Stress Die + D&D Hit Dice + 8
<b>Defense Total</b>	Stress Die + D&D Hit Dice + 8
<b>Damage Total</b>	Average D&D Damage + Attack Advantage
<b>Soak Total</b>	10 - D&D Armor Class
<b>Wound Threshold</b>	5 + Ars Magica Size
<b>Hit Points</b>	D&D Hit Dice × 5 + D&D Additional Hit Points
<b>Fatigue Levels</b>	D&D Hit Dice ÷ 2 + 5 (Round Down)
<b>Might</b>	AD&D 2E MR ÷ 2 (Round Down)
<b>Pawns of Vis</b>	AD&D 2E MR ÷ 10 (Round Down)

## Traits

D&D Hit Dice	Attack & Defense	Base Hit Points	Fatigue Levels	MR	Might
1-1 or less	+8	3	5	Nil	--
1	+9	5	5	5 %	2
2	+10	10	6	10 %	5
3	+11	15	6	15 %	7
4	+12	20	7	20 %	10
5	+13	25	7	25 %	12
6	+14	30	8	30 %	15
7	+15	35	8	35 %	17
8	+16	40	9	40 %	20
9	+17	45	9	45 %	22
10	+18	50	10	50 %	25
11	+19	55	10	55 %	27
12	+20	60	11	60 %	30
13	+21	65	11	65 %	32
14	+22	70	12	70 %	35
15	+23	75	12	75 %	37
16	+24	80	13	80 %	40
17	+25	85	13	85 %	42
18	+26	90	14	90 %	45
19	+27	95	14	95 %	47
20	+28	100	15	100 %	50

## Morale

D&D Morale	AD&D 2E Morale	Ars Magica Brave Personality Trait
4	Non-Combatant (1)	-3
5	Unreliable (2 – 4)	-2
6	Unsteady (5 – 7)	-1
7	Average (8 – 10)	+0
8	Steady (11 – 12)	+1
9	Elite (13 – 14)	+2
10	Champion (15 – 16)	+3
11	Fanatic (17 – 18)	+4
12	Fearless (19 – 20)	+5

## Armor Class

D&D Armor Class	Ars Magica Soak	D&D Armor Class	Ars Magica Soak
9	+1	2	+15
8	+3	1	+17
7	+5	0	+19
6	+7	-1	+21
5	+9	-2	+23
4	+11	-3	+25
3	+13	-4	+27

## Damage

Number of Damage Dice	Type of Die				
	d4	d6	d8	d10	d12
1	+3	+4	+5	+6	+7
2	+5	+7	+9	+11	+13
3	+8	+11	+14	+17	+20
4	+10	+14	+18	+22	+26
5	+13	+18	+23	+28	+33
6	+15	+21	+27	+33	+39
7	+18	+25	+32	+39	+46
8	+20	+28	+36	+44	+52
9	+23	+32	+41	+50	+59
10	+25	+35	+45	+55	+65

## Saving Throws

When a non-magical saving throw is called for, allow the player to roll a stress die and add one Characteristic and one appropriate Ability versus an Ease Factor of 9 or just a stress die and one Characteristic versus an Ease Factor of 6.

If the effect is magical, the character's magic resistance will have to be used. Consider a *D&D* monster's Penetration to be equal to the Might for their Hit Dice (whether they actually have Might or not) if they are able to use the effect an unlimited number of times per day. Otherwise, the Penetration will be equal to:

$$\text{Penetration} = \text{Might} \times [1 - (1 \div \text{Number of Times per Day Effect Can Be Used})]$$

If a character does not have magic resistance, then they will be affected by the power or spell. However, a saving throw could be allowed if the *D&D* effect calls for one.



Characteristic	Saving Throw
Intelligence	Illusion saving throws, “Intelligence” saves
Perception	Spell saving throw, “Will” saves, “Wisdom” saves
Strength	Paralysis / Paralyzation / Turn to Stone saving throws, “Strength” saves
Stamina	Death Ray / Death Magic / Poison saving throws, “Fortitude” saves, “Constitution” saves
Presence	“Charisma” saves
Communication	Interaction saving throws
Dexterity	“Dexterity” saves
Quickness	Rod / Staff / Wand / Breath Weapons saving throws, “Reflex” saves

## Size

Measurement	Size	Wound Threshold
4 to 5 inches	-10	0.2
6 to 7 inches	-9	0.2
8 to 9 inches	-8	0.2
10 to 11 inches	-7	0.4
12 to 13 inches	-6	0.6
14 to 15 inches	-5	0.8
16 to 20 inches	-4	1
21 to 32 inches	-3	2
2’9” to 3’9”	-2	3
3’9” to 4’9”	-1	4
4’9” to 6’2”	-----+0-----	5
6’2” to 8’	+1	6
8’ to 10’	+2	7
10’ to 13’	+3	8
13’ to 17’	+4	9
17’ to 22’	+5	10
22’ to 28’	+6	11
28’ to 37’	+7	12
37’ to 47’	+8	13
47’ to 61’	+9	14
61’ to 79’	+10	15
79’ to 101’	+11	16
101’ to 127’	+12	17
137’ to 157’	+13	18
157’ to 191’	+14	19
191’ to 229’	+15	20

## Dungeons & Dragons Combat

Alternatively, you can use the *D&D* monsters as-is and give the characters *D&D* statistics while using the *D&D* combat system. In this case, each character will need an initiative modifier, a “to-hit” or attack modifier, an Armor Class, damage, and saving throw bonuses. The combat sequence follows the *D&D Basic Set* rules with appropriate adaptation for *Ars Magica*.

### Combat Sequence

- A. Each combatant rolls for initiative.
- B. The combatant with the highest initiative acts first:
  - 1. Morale check, if needed.
  - 2. Movement per round, meleed opponents may only move defensively.
  - 3. Combat action, missile, magic, or melee attack.
- C. The combatant with the next highest initiative acts second, and so on using the order given above.
- D. The Storyteller handles any surrenders, retreats, etc. as they occur.

### Initiative

The initiative roll is  $1d6 + \text{Quickness} - \text{Encumbrance}$ . An initiative total is generated for each combatant. Monsters are assumed to have no modifiers to the die. The highest result goes first, followed by the second highest, and so on. Initiative remains the same for the whole combat. Combatants with higher initiative may delay their action each round.

### Attacking

When a combatant attacks, the player rolls  $1d20 + \text{Dexterity} + \text{Combat Ability}$  to generate the Attack Total. This number will be compared to the Armor Class of the opponent.

### Defending

No roll is made for the defender in combat. A defender's Defense Total is equal to their Armor Class, which is the “ascending AC” in *D&D*. Each player's character has an Armor Class equal to  $10 + \text{Armor Defense} + \text{Shield Defense} + \text{Quickness}$ . Note that Combat Ability is not added to the Defense Total under this system. If the attacker's Attack Total is equal to or greater than the Armor Class, damage is dealt to the defender.

### Damage

If the Attack Total is equal to or greater than the Defense Total of the opponent (i.e., the Armor Class), then the opponent takes damage. Weapon damage follows the rules in *D&D* (e.g., a sword does  $1d8$  points of damage, a dagger does  $1d4$ ). A character with an applicable Combat Ability specialization gains a +1 to damage. Add Strength to all weapon damage (even bows).

If a monster's hit points go to zero or below, they are out of the fight (knocked out, dying, dead, etc.). If a player's character goes to zero hit points, they drop and become unconscious. Any leftover damage is applied to the Damage Table and the character receives a wound of appropriate severity based on the carried over damage.

### Soak

Soak is not subtracted from the *D&D* combat damage in this system. If an attacker hits, the damage is rolled and subtracted from the target's hit points. Soak is still used for other *Ars Magica* rules (such as non-combat damage). Soak can also be used for *D&D* effects that do not require a to-hit roll, if desired (like dragon breath). If the Storyteller desires, the Tough Virtue that dwarves, gnomes, and halflings get could also apply a +1 hit point per hit die (see below).

## Movement

Creatures have the movement listed for their type in *D&D*. Characters' movement values depend on Encumbrance.

Encumbrance	Move	Squares per Round	Miles per Day
0	120' (40')	8	24
1	105' (35')	7	21
2	90' (30')	6	18
3	75' (25')	5	15
4	60' (20')	4	12
5	45' (15')	3	9
6	30' (10')	2	6
7	15' ( 5')	1	3
8	0' ( 0')	0	0

## Hit Dice & Hit Points

Under this system, a character's hit dice will need to be known. Unlike the previous, story-based, system for hit points, this section ties hit points to experience points gained from adventuring.

A character's starting hit point total is equal to:

$$\text{CHARACTER STARTING HIT POINT TOTAL} = \text{WOUND THRESHOLD} \times 4 + 1\text{D8} + \text{STAMINA}$$

The hit point total increases as the character gains adventuring experience points (not experience points from character creation or from long-term advancement). The table below shows hit dice and top out hit points (after reaching 9 HD).

Adventuring XP	Hit Dice	Adventuring XP	Hit Dice + Hit Points
0 - 30	1d8 + 1 × Sta	1351 - 1650	9d8 + 9 × Sta + 1 X
31 - 90	2d8 + 2 × Sta	1651 - 1980	9d8 + 9 × Sta + 2 X
91 - 180	3d8 + 3 × Sta	1981 - 2340	9d8 + 9 × Sta + 3 X
181 - 300	4d8 + 4 × Sta	2341 - 2730	9d8 + 9 × Sta + 4 X
301 - 450	5d8 + 5 × Sta	2731 - 3150	9d8 + 9 × Sta + 5 X
451 - 630	6d8 + 6 × Sta	3151 - 3600	9d8 + 9 × Sta + 6 X
631 - 840	7d8 + 7 × Sta	3601 - 4080	9d8 + 9 × Sta + 7 X
841 - 1080	8d8 + 8 × Sta	4081 - 4590	9d8 + 9 × Sta + 8 X
1081 - 1350	9d8 + 9 × Sta	4591 - 5130	9d8 + 9 × Sta + 9 X

The adventuring experience point progression follows the Advancement Table (what I call the "pyramid progression") and the totals are 30 times Art experience or six times Ability experience. The total number of hit dice and extra top out hit points are shown. Characters begin the game with zero adventuring experience points. When a character earns an additional hit die, the player can roll 1d8 and add Stamina and add it to the character's total hit points or add 5 + Stamina. For top out hit points, the "X" is multiplied by the value shown. The value of "X" depends on the character's highest Combat Ability. Find the highest Ability score among these: Bows, Brawl, Great Weapon, Single Weapon, and Thrown Weapon. For an Ability of 0 to 3, "X" is 1; for 4 to 6, "X" is 2; and for 7 or higher, "X" is 3. If a character's Stamina, Size, or highest Combat Ability changes, then recalculate the hit point total accordingly.

A character's *D&D* level is equal to the number of hit dice plus the multiplier for "X" (if you need to know).

## Armor

Use the table below for armor. The Defense column shows the value that is used for the *D&D* Armor Class. The Soak column shows the Protection that is used for *Ars Magica*. Load applies to Encumbrance. Bucklers and round shields grant +1 to Armor Class and heater shields grant +2 (do not use the *Ars Magica* Defense statistic for Armor Class).

Armor Material	Partial Defense	Asc AC	Des AC	Partial Soak	Partial Load	Full Defense	Asc AC	Des AC	Full Soak	Full Load
Quilted/Fur	+1	11	9	1	2	+2	12	8	2	3
Heavy Leather	+1	11	9	2	3	+2	12	8	3	5
Metal Reinf Leather	+1	11	9	2	2	+2	12	8	4	4
Leather Scale	+2	12	8	3	3	+3	13	7	5	5
Metal Scale	+2	12	8	4	4	+4	14	6	7	7
Chain Mail	+3	13	7	6	4	+5	15	5	9	6
Plate Mail	+4	14	6	8	6	+7	17	3	13	8
Full Plate Armor	+4	14	6	8	8	+8	18	2	15	9

## Weapons

Weapon	Ability	Damage	Str	Range (S/M/L) <sup>†</sup>	Load
Unarmed	Brawl	1d3	n/a	Melee	0
Gauntlet	Brawl	1d3	-3	Melee	0
Bludgeon	Brawl	1d4	-2	Melee	0
Dagger	Brawl	1d4	-3	Melee	0
Knife	Brawl	1d3	-6	Melee	0
Axe	Single	1d8	+0	Melee	1
Club	Single	1d4	-2	Melee	1
Hatchet	Single	1d6	-2	Melee	1
Lance	Single	1d6	+0	Melee	2
Mace	Single	1d6	+0	Melee	2
Mace and Chain	Single	1d6	+0	Melee	2
Spear, Short	Single	1d6	-1	Melee	1
Sword, Short	Single	1d6	-1	Melee	1
Sword, Long	Single	1d8	+0	Melee	1
Cudgel	Great	1d8	+1	Melee	2
Farm Implement	Great	1d6	+0	Melee	2
Flail	Great	1d8	+0	Melee	2
Pole Arm	Great	1d10	+0	Melee	2
Pole Axe	Great	1d10	+1	Melee	2
Spear, Long	Great	1d8	+0	Melee	3
Sword, Great	Great	1d10	+1	Melee	2
Staff	Great	1d6	-1	Melee	2
Warhammer	Great	1d10	+2	Melee	3
Axe, Throwing	Thrown	1d6	+0	10' / 20' / 30'	1
Javelin	Thrown	1d4	+0	20' / 40' / 60'	1
Knife	Thrown	1d3	-2	10' / 20' / 30'	0
Sling	Thrown	1d4	-3	40' / 80' / 160'	0
Bow, Long	Bow	1d8	+2	70' / 140' / 210'	2
Bow, Short	Bow	1d6	-1	50' / 100' / 150'	2

<sup>†</sup>Attack Total penalties for ranged weapons are +0 up to short range, -2 up to medium range, and -5 up to long range.

## Changes to Monsters

Monsters need a Combat Ability and an ascending Armor Class with this system. Both are easy to calculate. A monster's Combat Ability is equal to its number of hit dice up to ten and then +1 for every two hit dice thereafter. Ascending Armor Class is 20 minus Descending Armor Class. The tables below summarize.

Monster's Hit Dice	Combat Ability	Combat Score	Descending AC	Ascending AC
Normal Man	0	12	10	10
Up to 1	1	13	9	11
1+ to 2	2	14	8	12
2+ to 3	3	15	7	13
3+ to 4	4	16	6	14
4+ to 5	5	17	5	15
5+ to 6	6	18	4	16
6+ to 7	7	19	3	17
7+ to 8	8	20	2	18
8+ to 9	9	21	1	19
9+ to 11	10	22	0	20
11+ to 13	11	23	-1	21
13+ to 15	12	24	-2	22
15+ to 17	13	25	-3	23
17+ to 19	14	26	-4	24
19+ to 21	15	27	-5	25

If the Storyteller wishes to make the attack rolls for monsters, roll 1d20 and add the monster's Combat Ability and compare this to the character's Armor Class. The character is hit if the result is equal to or greater than the Armor Class. If the Storyteller wishes for the player to make a defense roll against a monster's attack, have the player roll 1d20 and add the character's Armor Defense, Shield Defense, and Quickness (i.e., AC – 10). If the player's result is equal to or greater than the Combat Score, the monster misses the character. Otherwise, the monster hit the character. Either method is acceptable and produces the same percentage chance of a hit. For example, a 3 HD creature attacks a character that has AC 15. The Storyteller would roll 1d20 + 3 vs. 15. She would need a '12' or better to hit (a 45% chance of hitting). If the player rolled, he would need to roll 1d20 + 5 vs. 15. He would need a '10' or better to be missed (a 55% chance to be missed, which is still a 45% chance to be hit).

Under this system, a natural '1' on an attack roll is always a miss and a natural '20' is always a hit. If the defense roll is used, a monster always hits the character on a natural '1' and always misses the character on a natural '20'. Natural '20' is always good for the character and a natural '1' is always bad.

For other monster traits, use the Fantasy Monsters section. The Brave personality trait, Wound Threshold, Fatigue Levels, Might, and perhaps other traits may need to be calculated.

## Ars Magica Creatures

Initiative and Attacking is the same as above for Ars Magica creatures. The Armor Class for Ars Magica creatures is  $10 + \frac{1}{2} \times (\text{Soak} - \text{Sta}) + \text{Sta} + \text{Qik}$ , rounded up. Ars Magica creatures have hit points equal to twice their Might + Stamina or, if they do not have Might, twice their Wound Increment (which is based on Size) + Stamina. Consult the Damage table on page 8 of this document and find the appropriate number of type of dice after subtracting the creature's Strength. Once the dice have been determined, the damage is the dice determined plus Strength. Examples:

Stellatus - Init: 1d6 + 0 (Qik); Attack: 1d20 + 11 (Claws, Dex); Defense: AC 24; Hit Points: 108; Damage: 2d10 + 8.  
Seferiel - Init: 1d6 + 5 (Qik); Attack: 1d20 + 13 (Sword, Dex); Defense: AC 28; Hit Points: 105; Damage: 3d12 + 5.

## Changes to Spells

Some changes to the spells need to be made in order to mesh with these *D&D* systems.

Ars Magica Spell Trait	Trait with D&D Combat
+ X Recovery Bonus	+ X hit points per night recovery
+ X to Attack	+ X to attack rolls
+ X to Defense	+ ½ X to Armor Class, rounded up
+ X to Soak	+ ½ X to Armor Class, rounded up
+ X Damage for Spell	1d10 + X hit points of damage
+ X Damage Added to a Weapon	+ X hit points of damage
+ X Size	+2 X bonus to damage, + 4 X hit points, - X penalty to AC
Light Wound	5 hit points of damage, damage cannot be Soaked
Medium Wound	10 hit points of damage, damage cannot be Soaked
Heavy Wound	15 hit points of damage, damage cannot be Soaked
Incapacitating Wound	20 hit points of damage, damage cannot be Soaked
Fatal Wound	Save or Die, 25 hit points of damage if save is made, no Soak
Finesse Roll	1d20 + Per + Finesse vs. 10 + Qik; Apply Soak to Damage

## Magic Items

These items can remain the same, mostly, since we're using *D&D* combat anyway. Of course, *Ars Magica* enchanted items have much more character. If saving throws are called for, just use the monster's normal saving throw. If the effect is targeting a character, Parma Magica should protect if the effect is magical in nature (but you'd have to figure out the Penetration). If you don't want to use Penetration, then roll a stress die + Parma Magica against an Ease Factor of 6. If this roll fails, the character would still get any saving throw (stress die + Characteristic vs. 6 or stress die + Characteristic + Ability vs. 9).

Note that *D&D* magical weapons are specifically made to damage beings with Might. Use the *D&D* rules for creatures who require magical weapons to hit. For the purposes of the characters, magical weapons have a Penetration equal to their plusses times ten (plus one). Magical armor has a Load reduction equal to its plusses (minimum of zero).

## Recovering Hit Points

Characters gain the Recovery Total in hit points per night of rest. This is equal to:

$$\text{HIT POINT RECOVERY} = \text{STAMINA} + \text{MEDIC'S CHIRURGY OR MEDICINE SCORE} + \text{MAGICAL AID} + \text{STRESS DIE}$$

With no magical aid or surgeon, it would just be 1d10 + Stamina (essentially). *Creo Corpus* spells that add to the Recovery Bonus also apply to nightly hit point recovery. The Sun duration can be used for these spells if desired (but Moon is probably more effective).

## D&D Spells

You'll need to know the Penetration of *D&D* spells as most monster powers are modeled on spells. This is calculated like so:

$$\text{D\&D SPELL PENETRATION} = 5 \times [ (\text{LEVEL OR HIT DICE} \div 2, \text{RU}) - \text{D\&D SPELL LEVEL} ] + 1$$

If a saving throw is offered, it can still be used (and should be for grogs, mercenaries, men-at-arms, and others who do not have magic resistance).

As far as cataloguing how the myriad of *D&D* spell effects are applied to the *Ars Magica* system, I would suggest that Storytellers just use rulings instead of explicit rules.

## Adventure Advancement

Instead of using the adventure source quality of five to ten in *Ars Magica*, use this system. For every hour of actual game play, each character is given three advancement checks by the Storyteller for Abilities they used. The checks must be for three different Abilities. For each check, roll 1d6-1, giving a result between 0 to 5, inclusive. This is the number of experience points the Ability gets. An Ability can only receive a check if the Ability was used during the adventure. A good rule-of-thumb is that if a stress roll using the Ability was called for, the Ability is eligible for a check. If a spell is cast, a check can be applied to Magic Theory, Memory, or the Spell Mastery Ability for that spell. If the same spell is cast three times, checks could be applied to all three. Any check for casting a spell or using Magic Theory can also be put into a “spell fund” to buy spells. Spells cost a number of experience points equal to their level.

Virtues can be earned according to the normal rules found in *The Mysteries, Revised Edition*. Quests are the most common method of increasing the Script Bonus in fantasy adventure games. As the rules state, multiple Quests are possible (granted +3 to the Script Bonus for each Quest). Self-initiation would require six Quests for a Minor Virtue (to gain a +18 bonus) and ten Quests for a Major Virtue (to gain a +30 bonus). As long as the character has at least a Presence + (Mystery Cult) Lore of 1, the Virtue would be gained. Of course, this is a large number of Quests, so characters would want to consider other Initiation Script components.

Under this system, characters gain an average of 7.5 experience points per hour or 30 experience points for a four-hour gaming session. This is roughly the equivalent of a year of blue-booking in *Ars Magica*. This advancement rate can be changed based on the needs of the campaign. The whole idea is that characters can advance by adventuring and not need to spend time at home (although they can, by using the normal *Ars Magica* advancement rules). Since most magi will not have over 120 years out of apprenticeship and they receive 30 experience points per year, this total of 3,600 experience points is the normal “lifetime” cap. Earning this much experience would take about 480 hours of play. If you played a character for four hours a week, it would take about two years and four months to earn this much experience (for reference).

## Abilities

It is assumed that the Mythic Europe setting will not be used if these rules are. Some small notes and changes should be made to Abilities to reflect this.

<b>Artes Liberales</b>	This represents higher education and is used in Ritual magic, so it should be retained.
<b>Athletics</b>	This handles the thief's Climb Walls ability.
<b>Awareness</b>	This handles the thief's Find Traps and Hear Noise ability.
<b>Civil and Canon Law</b>	These would become the equivalent secular and clerical law systems that are codified.
<b>Code of Hermes</b>	This would represent a magical law system as opposed to secular or clerical.
<b>Common Law</b>	This would represent law systems that are not codified.
<b>Dead Language</b>	The Storyteller should use a fantasy language for magical purposes to replace Latin.
<b>Dominion Lore</b>	This Ability covers knowledge of “good” creatures and planes of existence.
<b>Faerie Lore</b>	This Ability also covers knowledge of “chaotic” creatures and planes of existence.
<b>Infernal Lore</b>	This Ability covers knowledge of “evil” creatures and planes of existence.
<b>Legerdemain</b>	This handles the thief's Pick Pockets, Open Locks, and Remove Traps abilities.
<b>Living Language</b>	All manner of non-human languages should be included in the campaign.
<b>Magic Lore</b>	This Ability also covers knowledge of “lawful” creatures and planes of existence.
<b>Philosophiae</b>	Each major culture would have its own Ability.
<b>Stealth</b>	This handles the thief's Move Silently and Hide in Shadows abilities.
<b>Theology</b>	Each major religion would have its own Ability.

## Basic Spellcasting

Instead of using the Arts, this system provides a very simple way to implement spellcasting in keeping with what's normally found in many popular fantasy roleplaying games – Vancian magic! [Collective groans]

### Spellcaster Qualifications

Any character that can take the Abilities of Magic Theory and Art of Memory (hereafter known simply as Memory) can become a spellcaster. This requires that the character have access to both Academic and Arcane Abilities. In the standard rules, characters with the Arcane Lore Minor Virtue can take Arcane Abilities and characters with the Educated Minor Virtue can take Academic Abilities. Social Statuses that grant both include Failed Apprentice and Redcap. For ease of playing spellcasters, the following Social Status is offered:

### New Virtue

#### WIZARD

*Minor, Social Status*

You are a trained wizard able to prepare and cast spells. You may learn Academic and Arcane Abilities during character creation and you should spend experience points on the Magic Theory and Memory Abilities in order to be able to cast spells. You may gain the Parma Magica Ability (spellcasters under these rules do not rely on The Gift). You may also take Supernatural Abilities if you have other Virtues granting them. The Wealthy Virtue and Poor Flaw affect you normally. This Virtue is available to male and female characters. This Virtue is compatible with other Social Status Virtues and Flaws with Storyteller permission.

### Magic Theory

The character's score in Magic Theory determines the highest level of spell the caster can prepare and cast. This is equal to five times the Magic Theory score plus Intelligence plus three.

$$\text{HIGHEST SPELL LEVEL} = \text{MAGIC THEORY} \times 5 + \text{INTELLIGENCE} + 3$$

A character can take a Specialization in any Art, meaning that the Magic Theory score is considered to be one higher for spells of that Art only.

### Memory

The character's score in Memory determines how many spells the character can have prepared in memory at one time. Refer to *The Mysteries, Revised Edition* for details on the Art of Memory. Each spell takes up one locus. When a spell is cast, it disappears from the locus (which is now empty and available). A character can take a Specialization in any Art, meaning that the character has five additional loci in the memory palace that can only be used for spells of that Art.

### Spellcasting and Laboratory Work

Use the rules in *Ars Magica* for spellcasting with the following changes. First, any time a formula calls for Technique + Form, use Magic Theory  $\times 4$ . If Magic Theory would be added to Technique + Form, then it would be Magic Theory  $\times 5$  as you would expect. It is recommended that Spontaneous Magic not be used with this system (although it can be). No Virtues or Flaws relating to Spontaneous Magic should be used unless Spontaneous Magic is available in the campaign. There are no Form Bonuses in this system (since characters do not have Form scores). In certamen, the character must determine how much of their Magic Theory  $\times 4$  will be used for the Attack Total and how much for the Defense Total each round. If they have an Art Specialization in Magic Theory that applies to the certamen, consider the Magic Theory score to be one higher. A character's Lab Total is equal to Magic Theory  $\times 5$  + Intelligence + Aura Modifier. This Lab Total is used for all laboratory activities. The Magic Theory score is considered to be one higher if an appropriate Art Specialization could be applied to the laboratory activity. If any rule calls for one Art (either a Technique or a Form), use the character's Magic Theory  $\times 2$ .



## Becoming a Spellcaster

A character must have the Magic Theory and Memory Abilities to be a spellcaster. The character must also have a minimum of Artes Liberales 1 (to be literate), Latin 4 (to read spellbooks), and probably also has Parma Magica 1 if right out of apprenticeship. Profession (Scribe) is also useful for writing and copying spells. You need Latin 5 to write books and Magic Theory 3 to set up your own laboratory. In addition, they must have spells. Players can buy spells for their characters at a rate of one experience point per spell level. The maximum spell level that can be bought is equal to Magic Theory  $\times$  5 + Intelligence +3. If Magic Theory has an Art Specialization, raise the effective Magic Theory Ability score by one.

## Spells & Spellbooks

Wizards keep their spells in spellbooks and use these books, and the mental exercises therein, to memorize spells using the Art of Memory. A spellcaster can memorize a maximum number of spells equal to the number of memory loci they have (i.e., normally Memory Ability  $\times$  5, with an extra five loci if Memory has an Art Specialization). It takes 15 minutes to commit one spell to a memory locus. When a spell committed to a memory locus is cast, it is erased from the locus (which is now empty). Unlike the rules commonly found in other fantasy roleplaying games, if a character spends the requisite amount of time committing a spell to memory, then they memorize the spell. There is no need for sleep and no other daily limit (other than having to use 15 minutes per spell).

There is no limit to the number of spells a character may invent and learn or collect and record in spellbooks. When a character invents or learns a spell, they end up with one Laboratory Text and one copy of the spell recorded in one of their spellbooks (in their own style). A spellcaster can write their spells out so that they are usable by others (but normally don't). A spellcaster can write out a number of levels of spells equal to their Latin  $\times$  20 spell levels in one season. A spellcaster can copy a number of levels of previously written spells equal to their Profession: Scribe  $\times$  60 spell levels in one season (or Profession: Scribe  $\times$  5 spell levels per week). Although common in at least one other fantasy roleplaying game, there is no *read magic* spell in *Ars Magica*; spells written in an idiosyncratic style must be translated per the *Ars Magica* rules.

Laboratory Texts for rote spells can be used to invent the spell. Spells recorded in spellbooks are immediately usable. In other words, if a wizard finds a Laboratory Text for a heretofore unknown spell, he may use the Laboratory Text to invent the spell. However, if the heretofore unknown spell is found written in a spellbook, the wizard need only memorize the spell from the spellbook to place the spell into a memory locus (assuming they understand the author's idiosyncratic style). Thus, spellbooks and scrolls with rote spells written on them are very useful.

## Casting Spells

Spells are cast according to the rules in *Ars Magica* with the changes noted above. Magic Theory  $\times$  4 takes the place of Technique + Form in the Casting Score. This makes the Casting Score equal to Magic Theory  $\times$  4 + Stamina + Aura Modifier.

$$\text{HERMETIC CASTING SCORE} = \text{MAGIC THEORY} \times 4 + \text{STAMINA} + \text{AURA MODIFIER}$$

$$\text{HERMETIC RITUAL CASTING TOTAL} = \text{HERMETIC CASTING SCORE} + \text{ARTES LIBERALES} + \text{PHILOSOPHIAE} + \text{DIE ROLL}$$

Ritual spells also add the Artes Liberales and Philosophiae Ability scores to the Casting Total. Spellcasters can botch, enter Twilight, etc. It is recommended that Spontaneous Magic not be used (but it can be).

## Parma Magica

Anyone who has access to Arcane Abilities can learn the Parma Magica Ability. Under this system, characters do not need The Gift to be spellcasters. Or perhaps you can assume that everyone has Gentle Gift if you want. If you go with this option, not having Gentle Gift constitutes a Major Flaw. Parma Magica is available to all arcanists, whether or not they are spellcasters. Monsters may also have the Parma Magica (but not typically those who have Might).

## Expanded Magic Theory & Memory Table

Ability	XP	Spell Level	Casting Score	Loci	Ability	XP	Spell Level	Casting Score	Loci
0	1	4 + Int	0 + Sta + Aura	1	7	140	38 + Int	28 + Sta + Aura	35
0	2	5 + Int	1 + Sta + Aura	2	7	148	39 + Int	28 + Sta + Aura	36
0	3	6 + Int	2 + Sta + Aura	3	7	156	40 + Int	29 + Sta + Aura	37
0	4	7 + Int	3 + Sta + Aura	4	7	164	41 + Int	30 + Sta + Aura	38
1	5	8 + Int	4 + Sta + Aura	5	7	172	42 + Int	31 + Sta + Aura	39
1	7	9 + Int	4 + Sta + Aura	6	8	180	43 + Int	32 + Sta + Aura	40
1	9	10 + Int	5 + Sta + Aura	7	8	189	44 + Int	32 + Sta + Aura	41
1	11	11 + Int	6 + Sta + Aura	8	8	198	45 + Int	33 + Sta + Aura	42
1	13	12 + Int	7 + Sta + Aura	9	8	207	46 + Int	34 + Sta + Aura	43
2	15	13 + Int	8 + Sta + Aura	10	8	216	47 + Int	35 + Sta + Aura	44
2	18	14 + Int	8 + Sta + Aura	11	9	225	48 + Int	36 + Sta + Aura	45
2	21	15 + Int	9 + Sta + Aura	12	9	235	49 + Int	36 + Sta + Aura	46
2	24	16 + Int	10 + Sta + Aura	13	9	245	50 + Int	37 + Sta + Aura	47
2	27	17 + Int	11 + Sta + Aura	14	9	255	51 + Int	38 + Sta + Aura	48
3	30	18 + Int	12 + Sta + Aura	15	9	265	52 + Int	39 + Sta + Aura	49
3	34	19 + Int	12 + Sta + Aura	16	10	275	53 + Int	40 + Sta + Aura	50
3	38	20 + Int	13 + Sta + Aura	17	10	286	54 + Int	40 + Sta + Aura	51
3	42	21 + Int	14 + Sta + Aura	18	10	297	55 + Int	41 + Sta + Aura	52
3	46	22 + Int	15 + Sta + Aura	19	10	308	56 + Int	42 + Sta + Aura	53
4	50	23 + Int	16 + Sta + Aura	20	10	319	57 + Int	43 + Sta + Aura	54
4	55	24 + Int	16 + Sta + Aura	21	11	330	58 + Int	44 + Sta + Aura	55
4	60	25 + Int	17 + Sta + Aura	22	11	342	59 + Int	44 + Sta + Aura	56
4	65	26 + Int	18 + Sta + Aura	23	11	354	60 + Int	45 + Sta + Aura	57
4	70	27 + Int	19 + Sta + Aura	24	11	366	61 + Int	46 + Sta + Aura	58
5	75	28 + Int	20 + Sta + Aura	25	11	378	62 + Int	47 + Sta + Aura	59
5	81	29 + Int	20 + Sta + Aura	26	12	390	63 + Int	48 + Sta + Aura	60
5	87	30 + Int	21 + Sta + Aura	27	12	403	64 + Int	48 + Sta + Aura	61
5	93	31 + Int	22 + Sta + Aura	28	12	416	65 + Int	49 + Sta + Aura	62
5	99	32 + Int	23 + Sta + Aura	29	12	429	66 + Int	50 + Sta + Aura	63
6	105	33 + Int	24 + Sta + Aura	30	12	442	67 + Int	51 + Sta + Aura	64
6	112	34 + Int	24 + Sta + Aura	31	13	455	68 + Int	52 + Sta + Aura	65
6	119	35 + Int	25 + Sta + Aura	32	13	469	69 + Int	52 + Sta + Aura	66
6	126	36 + Int	26 + Sta + Aura	33	13	483	70 + Int	53 + Sta + Aura	67
6	133	37 + Int	27 + Sta + Aura	34	13	497	71 + Int	54 + Sta + Aura	68

The table above can be used to grant incremental steps in maximum spell level and the number of memory loci the wizard has. Simply cross-index the number of experience points in either Magic Theory (for Spell Level and base Casting Score) or Memory (for Loci). The Laboratory Total would be the same as Spell Level if the Magic Aura were 3.

## Magical Traits of All Characters

As alluded to in the Parma Magica section, all characters can be considered to have The Gift and Gentle Gift in this campaign. Also, the default wizard does not have the ability to cast spontaneous spells and they only use rote magic. How would this be defined with Virtues and Flaws?

If the Storyteller desires, he can apply a number of “universal” Virtues and Flaws that affect all characters. This is a sort of template of Virtues and Flaws that are applied to all characters but do not count against their Virtue and Flaw limit. As I see it, all characters would have: The Gift, Gentle Gift (Major Virtue), Method Caster (Minor Virtue), Difficult Spontaneous Magic (Minor Flaw), and Weak Spontaneous Magic (Major Flaw). These Virtues and Flaws balance out and all characters have them (but they don’t need to be noted on the character sheet).

In this case, a number of additional Virtues and Flaws can be added to the rules.

## New Virtues

### CANTRIPS

*Minor Virtue, Hermetic*

You may cast minor spells known as cantrips. Use the rules for non-fatiguing spontaneous magic to cast these spells. This Virtue is only available in campaigns where every character has the Difficult Spontaneous Magic Flaw and counters this Flaw.

### CEREMONIAL CASTING

*Minor Virtue, Hermetic*

You may use Ceremonial Casting to cast spontaneous spells but you may not cast spontaneous spells otherwise.

### SPONTANEOUS MAGIC

*Major Virtue, Hermetic*

You may cast spells that you have not learned. Use the rules for fatiguing spontaneous magic to cast these spells. This Virtue is only available in campaigns where every character has the Weak Spontaneous Magic Flaw and counters this Flaw.

## New Flaws

### DISTURBING GIFT

*Major Flaw, Hermetic*

You suffer from the normal penalties of The Gift. This Flaw is only available in campaigns where every character has The Gift and Gentle Gift Virtues and replaces the Blatant Gift Flaw. This Flaw counters the Gentle Gift Virtue.

### INCONSISTENT CASTER

*Minor Flaw, Hermetic*

You have trouble following a precise method of casting formulaic spells. You have a -3 penalty to any formulaic spell you cast. This Flaw is only available in campaigns where every character has the Method Caster Virtue and counters this Virtue. The Poor Formulaic Magic Flaw is still available.

## Hermetic Houses

It is assumed that if these rules are going to be used that the Mythic Europe setting will not be used. There are no Hermetic Houses in a default fantasy setting (although there can be). Because of this, characters should be able to choose the Virtues and Flaws relating to Hermetic Houses as normal Virtues and Flaws. The Storyteller and the rest of the troupe can devise whatever magical traditions are desired in the campaign setting, perhaps even defining them with packages of Virtues and Flaws.

## Campaign Considerations

### Saga Type

Most fantasy campaigns would fall into the Slow Speed, Pure Fantasy Setting, High Fantasy Style saga category. For an *Ars Magica* fantasy adventure game, the Pulsed Speed would probably work best. However, with the adventure advancement rules in this document, a Slow Speed saga might work as well if the campaign isn't overly focused on the laboratory.

### Realm Interactions

Mythic Europe posits a setting where the Divine has ultimate power and no where is this more evident than in the Realm Interaction Table. However, things are a bit more balanced in most fantasy adventure settings, so the Storyteller may want to use a modified table. This table assumes that the Divine and Infernal are in a cosmic balance of power with the Magic and Faerie Realms being neutral with some mild antagonism between themselves.

	Magic Power	Divine Power	Faerie Power	Infernal Power
Magic Aura	+ aura	- aura	- (½ aura)	- aura
Divine Aura	- aura	+ (2 × aura)	- aura	- (2 × aura)
Faerie Aura	- (½ aura)	- aura	+ aura	- aura
Infernal Aura	- aura	- (2 × aura)	- aura	+ (2 × aura)

### Realm-Based Spellcasting

The next four sections describe simple rules for Realm-based spellcasting. These types of spellcasters would be the traditional fantasy roleplaying game bards, clerics, diabolists, demonologists, druids, enchanters, hedge mages, magicians, monks, necromancers, paladins, sorcerers, warlocks, and other types. Each type of spellcasting uses a trait that is based on True Faith. These Virtues are True Faith (for Divine), Maleficia (for Infernal), Glamour (for Faerie), and Arete (for Magic). Typical spellcasters will only ever have a score of one in their Virtue but can be awarded scores of up to five over time (but normally, these Virtues will remain at a score of one).

Furthermore, each type of spellcasting can use an object analogous to relics (see *Ars Magica*, page 189). These are: Holy Relics, Infernal Fetishes, Faerie Charms, and Magical Talismans. There is no equivalent for Faith Points with Maleficia, Glamour, or Arete. Characters with Realm-Based Spellcasting choose six Hermetic Forms as their “spheres of influence” and can cast spells from those Forms. You gain one additional Form for each increase in the Virtue that powers your spellcasting (i.e., True Faith, Maleficia, Glamour, or Arete). Realm-based spellcasters must also have the Memory Ability. They use their loci to hold spells much like Hermetic wizards. At a specified recharge time (usually sunrise or sunset), the caster begins to fill their empty loci with any spell they want from the Forms they know. After a spell is cast, the locus that contained the spell is not available to receive another spell until the recharge time. There is a casting roll to cast spells, so choosing a spell with too high a level may result in failure. Botching a spellcasting roll subjects them to an experience that is based on the Realm of their spellcasting. Thus, a caster can attempt any spell but the player should be mindful of the character's Casting Score (and the likelihood of success).

Each type of spellcasting can also take advantage of the additional Spell Guidelines that are found for the various Realms, such as those found in the *Realms of Power* books. The Storyteller is free to expand upon or clarify any details of Realm-Based spellcasting as needed for the individual saga, such as allowing Realm-based spellcasters to engage in the equivalent of laboratory work, gaining a familiar, certamen, etc.

All of these spellcasters are designed to function like *AD&D* clerics and druids, regardless of Realm.

## Divine Spellcasting

Divine spellcasting calls upon the Realm of the Divine for its power and is similar to infernal, faerie, and magic spellcasting. This type of spellcasting represents that practiced by clerics, monks, paladins, and other spellcasters aligned with the Divine Realm.

### New Virtues

#### TRUE FAITH

*Major, General*

In addition to the details of this Virtue found in the *Ars Magica* rulebook, you can draw upon the Divine Realm to gain and cast spells. Choose six Forms of magic. You can cast spells of these Forms. You use the memory loci granted by the Memory Ability to hold spells for casting. You are able recharge your memory loci with spells at sunrise. At this time, you may fill your memory loci with spells of your six chosen Forms. You may choose any spells that fall under the Forms you have chosen. It takes 15 minutes per spell to fill a memory locus. You have Divine Realm-based magic resistance as detail in the *Ars Magica* rulebook.

#### RELIC

*Minor, General*

In addition to the details of this Virtue found in the *Ars Magica* rulebook, a Holy Relic adds one to your True Faith score.

Use the formulaic magic rules to cast spells. A divine spellcaster's Casting Score is:

$$\text{DIVINE CASTING SCORE} = \text{TRUE FAITH} \times 10 - \text{LOWEST CHARACTERISTIC} + \text{AURA MODIFIER}$$

A divine spellcaster bearing a Holy Relic may add its True Faith to his own. A divine spellcaster gains one additional Form for each increase in his True Faith score. Divine spellcasters can cast Ritual spells and other spells requiring raw vis but do not use raw vis. Instead, divine spellcasters gain one Long-Term Fatigue Level for every four pawns of vis required by the spell. Alternatively, they may add four magnitudes to the level of the spell requiring raw vis to cast it. A divine spellcaster's Ritual Casting Total is:

$$\text{DIVINE RITUAL CASTING TOTAL} = \text{DIVINE CASTING SCORE} + \text{DOMINION LORE} + \text{THEOLOGY} + \text{DIE ROLL}$$

A spellcasting botch when casting any spell indicates that the caster may experience Ascension (see *Realms of Power: Divine*, page 65). Divine spellcasters gain Warping Points on spellcasting botches that are Divine in nature.

Divine spellcasters can engage in the equivalent of laboratory work if the Storyteller desires. Simply use their Divine Casting Score as their Lab Total. Divine spellcasters can take advantage of Divine Realm Spell Guidelines that may be found in the *Ars Magica* rulebooks (especially *Realms of Power: Divine*).

If you are using the Dungeons & Dragons Combat section, divine spellcasters may turn undead in the *D&D* fashion if the troupe desires. Consider the divine caster's cleric level to be equal to their score in Dominion Lore. The Storyteller can choose which version of turning to use (*D&D*, *AD&D*, or *AD&D 2nd Edition*).

## Infernal Spellcasting

Infernal spellcasting calls upon the Realm of the Infernal for its power and is similar to divine, faerie, and magic spellcasting. This type of spellcasting represents that practiced by diabolists, demonologists, necromancers, and other spellcasters aligned with the Infernal Realm.

### New Virtues

#### MALEFICIA

*Major, General*

You can draw upon the Infernal Realm to gain and cast spells. You have a Maleficia score of one. Choose six Forms of magic. You can cast spells of these Forms. You use the memory loci granted by the Memory Ability to hold spells for casting. You are able recharge your memory loci with spells at sunset. At this time, you may fill your memory loci with spells of your six chosen Forms. You may choose any spells that fall under the Forms you have chosen. It takes 15 minutes per spell to fill a memory locus. You have Infernal-based magic resistance equal to your Maleficia score  $\times 10$ .

#### FETISH

*Minor, General*

You have an Infernal Fetish that has a Maleficia score of 1. The Maleficia of your Infernal Fetish stacks with the Maleficia score derived from the Maleficia Major Virtue.

Use the formulaic magic rules to cast spells. An infernal spellcaster's Casting Score is:

$$\text{INFERNAL CASTING SCORE} = \text{MALEFICIA} \times 10 + \text{HIGHEST CHARACTERISTIC} + \text{AURA MODIFIER}$$

An infernal spellcaster bearing an Infernal Fetish may add its Maleficia to his own. An infernal spellcaster gains one additional Form for each increase in his Maleficia score. Infernal spellcasters can cast Ritual spells and other spells requiring raw vis. Infernal spellcasters can use infernal, faerie, and magic vis but gain double the number of botch dice when using vis other than infernal vis (i.e., when using faerie or magic vis). An infernal spellcaster's Ritual Casting Total is:

$$\text{INFERNAL RITUAL CASTING TOTAL} = \text{INFERNAL CASTING SCORE} + \text{INFERNAL LORE} + \text{THEOLOGY} + \text{DIE ROLL}$$

A spellcasting botch when casting any spell indicates that the caster may experience Vituperation (see *Realms of Power: Infernal*, page 95). Infernal spellcasters gain Warping Points on spellcasting botches that are Infernal in nature.

Infernal spellcasters can engage in the equivalent of laboratory work if the Storyteller desires. Simply use their Infernal Casting Score as their Lab Total. Infernal spellcasters can take advantage of Infernal Realm Spell Guidelines that may be found in the *Ars Magica* rulebooks (especially *Realms of Power: Infernal*).

If you are using the Dungeons & Dragons Combat section, infernal spellcasters may command undead in the *D&D* fashion if the troupe desires. Consider the infernal caster's cleric level to be equal to their score in Infernal Lore. The Storyteller can choose which version of turning to use (*D&D*, *AD&D*, or *AD&D 2nd Edition*).

## Faerie Spellcasting

Faerie spellcasting calls upon the Realm of Faerie for its power and is similar to divine, infernal, and magic spellcasting. This type of spellcasting represents that practiced by bards, druids, enchanters, and other spellcasters aligned with the Realm of Faerie.

### New Virtues

#### GLAMOUR

*Major, General*

You can draw upon the Faerie Realm to gain and cast spells. You have a Glamour score of one. Choose six Forms of magic. You can cast all spells falling under these Forms. You may sacrifice two Forms and choose one Technique instead. In this case, you can cast all spells falling under the Technique you have chosen. You may choose up to three Techniques (in lieu of six Forms). You use the memory loci granted by the Memory Ability to hold spells for casting. Choose a time of day to recharge your memory loci: sunrise, noon, sunset, or midnight. At this time, you may fill your memory loci with spells of your six chosen Forms. You may choose any spells that fall under the Forms you have chosen. It takes 15 minutes per spell to fill a memory locus. You have Faerie Realm-based magic resistance equal to your Glamour score  $\times$  10.

#### CHARM

*Minor, General*

You have a Faerie Charm that has a Glamour score of 1. The Glamour of your Faerie Charm stacks with the Glamour score derived from the Glamour Major Virtue.

Use the formulaic magic rules to cast spells. A faerie spellcaster's Casting Score is:

$$\text{FAERIE CASTING SCORE} = \text{GLAMOUR} \times 10 + \text{HIGHEST MENTAL CHARACTERISTIC} + \text{AURA MODIFIER}$$

A faerie spellcaster bearing a Faerie Charm may add its Glamour to his own. A faerie spellcaster gains one additional Form for each increase in his Glamour score (or another Technique after two increases). Faerie spellcasters can cast Ritual spells and other spells requiring raw vis. Faerie spellcasters can use all forms of vis but gain double the number of botch dice when using vis other than faerie vis. A faerie spellcaster's Ritual Casting Total is:

$$\text{FAERIE RITUAL CASTING TOTAL} = \text{FAERIE CASTING SCORE} + \text{FAERIE LORE} + \text{THEOLOGY (OR OTHER)} + \text{DIE ROLL}$$

An Ability other than Theology can be used if appropriate (such as Music for bards). A spellcasting botch when casting any spell indicates that the caster may experience Faerie Calling (see *Realms of Power: Faerie*, page 120). Faerie spellcasters gain Warping Points on spellcasting botches that are Faerie in nature.

Faerie spellcasters can engage in the equivalent of laboratory work if the Storyteller desires. Simply use their Faerie Casting Score as their Lab Total. Faerie spellcasters can take advantage of Faerie Realm Spell Guidelines that may be found in the *Ars Magica* rulebooks (especially *Realms of Power: Faerie*).

### Faerie Spellcasting Technique and Form Combinations

Techniques	Forms	T+F Combinations
0	6	30 of 50
1	4	26 of 50
2	2	26 of 50
3	0	30 of 50

## Magic Spellcasting

Magic spellcasting calls upon the Realm of Magic for its power and is similar to divine, infernal, and faerie spellcasting. This type of spellcasting represents that practiced by hedge mages, witches, academic magicians, and other non-Hermetic magical spellcasters.

### New Virtues

#### ARETE

*Major, General*

You can draw upon the Magic Realm to gain and cast spells. You have an Arete score of one. Choose six Forms of magic. You can cast all spells falling under these Forms. You may sacrifice two Forms and choose one Technique instead. In this case, you can cast all spells falling under the Technique you have chosen. You may choose up to three Techniques (in lieu of six Forms). You use the memory loci granted by the Memory Ability to hold spells for casting. Choose a time of day to recharge your memory loci: sunrise, noon, sunset, or midnight. At this time, you may fill your memory loci with spells of your six chosen Forms. You may choose any spells that fall under the Forms you have chosen. It takes 15 minutes per spell to fill a memory locus. You have Magic Realm-based magic resistance equal to your Arete score  $\times$  10.

#### TALISMAN

*Minor, General*

You have a Magical Talisman that has an Arete score of 1. The Arete of your Magical Talisman stacks with the Arete score derived from the Arete Major Virtue.

Use the formulaic magic rules to cast spells. A magic spellcaster's Casting Score is:

$$\text{MAGIC CASTING SCORE} = \text{ARETE} \times 10 + \text{HIGHEST MENTAL CHARACTERISTIC} + \text{AURA MODIFIER}$$

A magic spellcaster bearing a Magical Talisman may add its Arete to his own. A magic spellcaster gains one additional Form for each increase in his Arete score (or another Technique after two increases). Magic spellcasters can cast Ritual spells and other spells requiring raw vis. Magic spellcasters can use all forms of vis but gain double the number of botch dice when using vis other than magical vis (i.e., when using divine, infernal, or faerie vis). A magic spellcaster's Ritual Casting Total is:

$$\text{MAGIC RITUAL CASTING TOTAL} = \text{MAGIC CASTING SCORE} + \text{MAGIC LORE} + \text{ARTES LIBERALES} + \text{DIE ROLL}$$

A spellcasting botch when casting any spell indicates that the caster may experience Twilight. Magic spellcasters gain Warping Points on spellcasting botches that are Magic in nature.

Magic spellcasters can engage in the equivalent of laboratory work if the Storyteller desires. Simply use their Magic Casting Score as their Lab Total. Magic spellcasters can take advantage of Magic Realm Spell Guidelines that may be found for non-Hermetic magical traditions in the *Ars Magica* rulebooks.

### Magic Spellcasting Technique and Form Combinations

Techniques	Forms	T+F Combinations
0	6	30 of 50
1	4	26 of 50
2	2	26 of 50
3	0	30 of 50



## Saga Setting

Some thought must be given to the actual campaign setting. The obvious default is to use Mythic Europe. With its many sourcebooks from across every edition, the Mythic World is detailed from Iceland to Transoxiana (as far east as modern-day Tajikistan) and from Ultima Thule (Scandinavia) to the southern Sahara Desert and Ethiopia. This is a huge area, more than enough for the typical fantasy campaign setting. But we'll also need a starting location with some detail, bonus if it is also familiar in some respect. I recommend using a high fantasy version of the Mythic World starting in the Pendragon version of Salisbury in England. This campaign setting will be a pastiche of the world with the troupe's idea of the "classical" tropes of each region that would best support the heroic fantasy genre.

Given all that has been written, the campaign would use the following as guidebooks:

*Ars Magica, 5th Edition* (full set; for rules, setting, and as references)

*Dungeons & Dragons* (various books, various editions, for combat rules)

*Advanced Dungeons & Dragons 2nd Edition Monstrous Manual* (for monsters)

*King Arthur Pendragon* (for a detailed starting setting, anachronistically placed into Mythic Europe)

*The Great Pendragon Campaign* (to determine year-by-year events, so characters don't exit in a vacuum)

The additional advantage of sticking with *Ars Magica* supplemented with *King Arthur Pendragon* is that the Realms of Power can remain the same, as described in the *Ars Magica* rulebook. In other words, you don't have change the Realms or adapt them to some other fantasy setting (most of which typically do not include an all-powerful Divine).

Demi-humans are assumed to come from kingdoms that are actually magical *regiones* with mundane world entrances. Thus, the fantastic can co-exist with the mundane and we don't have to find spots on the maps to place demi-human realms (we merely need to pinpoint the entrances to their realms).

Martial characters can certainly enter the knighthood as described in *King Arthur Pendragon* but such play will not be the focus of a *Wizards & Warriors* campaign. You will, most likely need some notes on how to translate *Pendragon* game concepts into *Ars Magica* traits.

## Adapting Pendragon for Wizards & Warriors

The first things to be addressed are the Traits and Passions. These would all become Personality Traits in *Ars Magica*. The table below summarizes the correspondence.

### TRAITS AND PASSIONS FOR ARS MAGICA

Trait or Passion Score	Personality Trait Bonus	Trait or Passion Score	Personality Trait Bonus
0 – 1	-5	12 – 13	+1
2 – 3	-4	14 – 15	+2
4 – 5	-3	16 – 17	+3
6 – 7	-2	18 – 19	+4
8 – 9	-1	20 – 21	+5
10 – 11	+0	Every two after	increase by +1

*Pendragon* attributes convert like *Dungeons & Dragons* ability scores. Skills in *Pendragon* are on a 20-point scale while it could be argued that Abilities are on a 10-point scale in *Ars Magica*. Halve all *Pendragon* Skills to find the *Ars Magica* Ability score.

$$\text{ARS MAGICA CHARACTERISTIC} = \frac{1}{2} \times (\text{PENDRAGON ATTRIBUTE} - 10) \text{ [ROUND DOWN]}$$

$$\text{ARS MAGICA ABILITY SCORE} = \frac{1}{2} \times \text{PENDRAGON SKILL SCORE [ROUND DOWN]}$$

## OTHER CONVERSIONS

Any other conversions that are necessary to the saga can be identified and house rules implemented as needed. For example, if the troupe decides to include Glory, the appropriate rules can be adopted.

## Adapting the World of Greyhawk for Wizards & Warriors

Another good fit for a saga setting would be the World of Greyhawk. *Wizards & Warriors* already has rules that can be used to simulate the class character types (cleric, fighter, magic-user, and thief). If you use *D&D* combat and monsters, everything would translate directly. To make characters of certain types, consult the table below which shows the notable Virtues and Abilities a character of that type has (but there may be more).

### NOTABLE VIRTUES AND ABILITIES FOR CHARACTER CLASSES

Character Class	Virtues	Abilities
Cleric	Arete, Glamour, Maleficia, or True Faith	(Realm) Lore, Memory
Druid	Glamour, Shapeshifter, Wilderness Sense	Memory, Shapeshifter, Wilderness Sense
Fighter	Warrior	Brawl, Bows, Great Weapon, Single Weapon, Thrown Weapon
Paladin	Greater Purifying Touch, Sense Holiness and Unholiness, Warrior	Combat Abilities, Greater Purifying Touch, Sense Holiness and Unholiness
Ranger	Animal Ken, Warrior, Wilderness Sense	Animal Ken, Combat Abilities, Stealth, Survival, Wilderness Sense
Magic-user	Wizard, Hermetic Virtues	Artes Liberales, Dead Language (Suloise), Magic Theory, Memory, Parma Magica
Illusionist	Wizard, Hermetic Virtues	Artes Liberales, Dead Language (Suloise), Magic Theory, Memory, Parma Magica
Thief	A Virtue granting Martial Abilities	Athletics, Awareness, Brawl, Legerdemain, Single Weapon, Stealth
Assassin	A Virtue granting Martial Abilities	Athletics, Awareness, Brawl, Legerdemain, Single Weapon, Stealth
Monk	Arete or True Faith, Warrior	Brawl, Dominion Lore or Magic Lore, Memory, Single Weapon
Bard	Enchanting Music, Entrancement, Glamour	Enchanting Music, Entrancement, Faerie Lore, Music, Memory