

# WIZARDS & WARRIORS

AN ARS MAGICA VARIANT USING  
DUNGEONS & DRAGONS 5TH EDITION  
COMBAT, CREATURES, AND TREASURES

# Characters

## ARS MAGICA CHARACTER LEVELS

Level	Ars Magica Experience Points	Proficiency Bonus	Hit Dice (Size: -2)	Hit Dice (Size: -1, -0, +1)	Hit Dice (Size: +2)
1	0*	+2	1d6	1d8	1d10
2	5	+2	2d6	2d8	2d10
3	14	+2	3d6	3d8	3d10
4	41	+2	4d6	4d8	4d10
5	98	+3	5d6	5d8	5d10
6	210	+3	6d6	6d8	6d10
7	345	+3	7d6	7d8	7d10
8	510	+3	8d6	8d8	8d10
9	720	+4	9d6	9d8	9d10
10	960	+4	10d6	10d8	10d10
11	1,275	+4	11d6	11d8	11d10
12	1,500	+4	12d6	12d8	12d10
13	1,800	+5	13d6	13d8	13d10
14	2,100	+5	14d6	14d8	14d10
15	2,475	+5	15d6	15d8	15d10
16	2,925	+5	16d6	16d8	16d10
17	3,375	+6	17d6	17d8	17d10
18	3,975	+6	18d6	18d8	18d10
19	4,575	+6	19d6	19d8	19d10
20	5,325	+6	20d6	20d8	20d10

\* Does not include experience points gained during character generation (up to the age of 30 for humans).

Characters gain levels as they earn experience points. The source of experience does not matter, just the amount of experience that has been earned since play began (i.e., after character generation). For characters who are advanced past the age of 30 during character generation, those extra experience points count on the table above.

For example, Darius is 62 years past Gauntlet and has acquired 1,860 experience points. This means that Darius, the example character in the core rulebook, would be a 13th level character with 13d8 hit points (his Stamina is +0) and his proficiency bonus is +5.

The Grizzled Veteran, assuming he would have begun play at age 25, would have earned 300 experience points (15 XP per year times 20 years) and would be a 6th level character with 6d8 + 6 hit points (Stamina +1).

The Priest is 33 years old and would have gained 45 experience points had he begun play at age 30. This would make him a 4th level character with 4d8 hit points (Stamina +0). All of the other sample characters would be 1st level.

When a character reaches the number of experience points shown for a given level, they reach that level of experience. To each hit die, add the character's Stamina. Characters should receive maximum hit points at 1st level (i.e., 6 + Sta, 8 + Sta, or 10 + Sta). The proficiency bonus is mostly used for D&D saving throws.

## ADVANCEMENT TIMES

Level	XP Total	1 Season Free†	2 Seasons Free	3 Seasons Free	4 Seasons Free
1	0*	—	—	—	—
2	5	Four months	Three months	Two months	Two months
3	14	1 year	Nine months	Seven months	Six months
4	41	3 years	2 years	2 years	1 year
5	98	7 years	5 years	4 years	3 years
6	210	16 years	11 years	9 years	7 years
7	345	26 years	18 years	14 years	12 years
8	510	38 years	27 years	21 years	17 years
9	720	53 years	38 years	29 years	24 years
10	960	71 years	51 years	39 years	32 years
11	1,275	94 years	67 years	52 years	43 years
12	1,500	111 years	79 years	61 years	50 years
13	1,800	133 years	95 years	73 years	60 years
14	2,100	156 years	111 years	86 years	70 years
15	2,475	183 years	130 years	101 years	83 years
16	2,925	217 years	154 years	119 years	98 years
17	3,375	250 years	178 years	138 years	113 years
18	3,975	294 years	209 years	162 years	133 years
19	4,575	339 years	241 years	187 years	153 years
20	5,325	394 years	280 years	217 years	178 years

\* Does not include experience points gained during character generation.

† Characters gain 7.5 XP during free seasons and 2 XP during the rest.

## CHARACTER SIZES

Height	Weight	Size	Dungeons & Dragons Character Races
2'9" – 3'9"	22 – 46 lbs	-2	Gnomes, Halflings, and a few Humans
3'9" – 4'9"	46 – 100 lbs	-1	Dwarves, some Elves, and some Humans
4'9" – 6'2"	100 – 215 lbs	+0	most Elves, Half-Elves, most Half-Orcs, and most Humans
6'2" – 8'	215 – 465 lbs	+1	some Half-Orcs and some Humans
8' – 10'	465 – 1000 lbs	+2	Characters with Giant Blood, few Humans

## RACIAL AGING TOTALS

D&D Race	Multiplier*	Begin Aging	Aging Total
Dwarf	4	140	Stress Die + age/40 – Living Condition – Longevity Ritual
Elf	7	245	Stress Die + age/70 – Living Condition – Longevity Ritual
Gnome	5	175	Stress Die + age/50 – Living Condition – Longevity Ritual
Half-Elf	2½	88	Stress Die + age/25 – Living Condition – Longevity Ritual
Half-Orc	¼	28	Stress Die + age/8 – Living Condition – Longevity Ritual
Halfling	2	70	Stress Die + age/20 – Living Condition – Longevity Ritual
Human	1	35	Stress Die + age/10 – Living Condition – Longevity Ritual

\*Make aging rolls at the intervals shown under Multiplier, in years.

## D&D LIFESTYLES BY SOCIAL STATUS

Social Status	Poor Lifestyle	Normal Lifestyle	Wealthy Lifestyle
Branded Criminal	Squalid	Poor	-
Clerk	Poor	Modest	Comfortable
Covenfolk	-	Modest	-
Craftsman	Poor	Modest	Comfortable
Custos	-	Modest	-
Failed Apprentice	Poor	Modest	Comfortable
Gentleman/woman	Modest	Comfortable	Wealthy
Hermetic Magus	-	Comfortable	-
Knight	Modest	Comfortable	Wealthy
Landed Noble	Comfortable	Wealthy	Aristocratic
Magister in Artibus	Modest	Comfortable	Wealthy
Mendicant Friar	-	Poor	-
Mercenary Captain	Poor	Modest	Comfortable
Merchant	Poor	Modest	Comfortable
Outcast	Squalid	Poor	-
Outlaw	Squalid	Poor	Modest
Outlaw Leader	Poor	Modest	Comfortable
Outsider	Poor	Modest	Comfortable
Peasant	Squalid	Poor	Comfortable
Priest	Modest	Comfortable	Wealthy
Redcap	-	Modest	-
Wanderer	Poor	Modest	Comfortable
Wise One	Poor	Modest	Comfortable

## SOCIAL STATUS VIRTUES AND FLAWS

Virtues	Free	Flaws
<i>Social Status, Major</i>	<i>Social Status, Free</i>	<i>Social Status, Minor</i>
Landed Noble	Covenfolk	Branded Criminal
Magister in Artibus	Craftsman	Outcast
Redcap	Hermetic Magus	Outlaw Leader
	Merchant	
<i>Social Status, Minor</i>	Peasant	<i>Social Status, Major</i>
Clerk	Wanderer	Outlaw
Custos		Outsider
Failed Apprentice		
Gentleman/woman		
Knight		
Mendicant Friar		
Mercenary Captain		
Priest		
Wise One		

# Equipment

## WEAPON AND ARMOR COSTS

Weapon or Armor	Inexpensive	Standard	Expensive
Weapon or shield	Two for 15 d.	30 d.	120 d.
Partial armor	15 d.	60 d.	240 d.
Full armor	30 d.	120 d.	480 d.

## STARTING MONEY

If desired, characters can begin with an amount of starting money equal to:

Lifestyle	Social Statuses	Silver Pennies
Wretched		None
Squalid	Poor Criminals, Poor Outcasts	2d4 d.
Poor	Criminals, <i>Friars</i> , Outcast, Outlaws, Peasants	5d4 d.
Modest	Clerks, <i>Covenfolk</i> , Craftsmen, <i>Custodes</i> , Failed Apprentices, Mercenaries, Merchants, Outsiders, <i>Redcaps</i> , Wanderers, Wise Ones	5d4 × 10 d.
Comfortable	Gentlemen, Knights, <i>Magi</i> , Magisteres, Poor Landed Nobles, Priests	5d4 × 20 d.
Wealthy	Landed Nobles	5d4 × 40 d.
Aristocratic	Wealthy Landed Nobles	5d4 × 100 d.

ONE MYTHIC PENNY	=	1 GP	=	100 CP	=	10 SP
ONE MYTHIC SHILLING	=	12 GP	=	24 EP	=	120 SP
ONE MYTHIC POUND	=	240 GP	=	24 PP	=	2,400 SP

## ARMOR DESCRIPTIONS

Armor	Coverage	Cost	Armor Class	Soak	Load
<i>Light Armor</i> <sup>1</sup>					
Quilted/Fur	Partial	Inexp.	11 + Qik	1	2
Heavy Leather	Partial	Inexp.	12 + Oik	2	3
Metal Reinforced Leather	Partial	Std.	12 + Qik	2	2
Leather Scale	Partial	Std.	13 + Qik	3	3
<i>Medium Armor</i> <sup>2</sup>					
Metal Scale	Partial	Std.	14 + Qik (max +2)	4	4
Metal Reinforced Leather	Full	Std.	14 + Qik (max +2)	4	4
Chainmail	Partial	Exp.	16 + Qik (max +2)	6	4
<i>Heavy Armor</i> <sup>3</sup>					
Leather Scale	Full	Std.	15	5	5
Metal Scale	Full	Std.	17	7	7
Chainmail	Full	Exp.	19	9	6
<i>Shield</i>					
Buckler Shield	–	Std.	+1	–	1
Round Shield	–	Inexp.	+2	–	2
Heater Shield	–	Std.	+3	–	2

<sup>1</sup> **Light Armor** allows the full Quickness adjustment to Armor Class.

<sup>2</sup> **Medium Armor** allows a maximum Quickness adjustment to Armor Class of +2.

<sup>3</sup> **Heavy Armor** allows no Quickness adjustment to Armor Class.

## WEAPON DESCRIPTIONS

<b>Ars Magica Weapon</b>	<b>Cost</b>	<b>Dungeons &amp; Dragons Weapon</b>
<i>Brawl Ability</i>		
Dodge	--	Unarmed
Fist	--	Unarmed
Kick	--	Unarmed
Gauntlet	Inexp.	Unarmed
Bludgeon	Inexp.	Improvised Weapon
Dagger	Inexp.	Dagger
Knife	Inexp.	Dagger
<i>Single Weapon Ability</i>		
Axe	Std.	Battleaxe
Club	Inexp.	Club
Hatchet	Inexp.	Handaxe
Lance	Std.	Lance
Mace	Std.	Light Hammer, Mace, Morning Star, Warhammer
Mace and Chain	Std.	Flail
Spear, Short	Inexp.	Spear
Sword, Short	Std.	Shortsword
Sword, Long	Exp.	Longsword
<i>Great Weapon Ability</i>		
Cudgel	Inexp.	Greatclub
Farm Implement	Inexp.	Improvised Weapon
Flail	Inexp.	As Warhammer but 1d10 Damage, 4 lb., Heavy, and Two-Handed
Pole Arm	Std.	Halberd
Pole Axe	Std.	Greataxe
Spear, Long	Inexp.	Pike
Sword, Great	Exp.	Greatsword
Staff	Inexp.	Quarterstaff
Warhammer	Std.	Maul
<i>Bows and Thrown Weapon Abilities</i>		
Axe, Throwing	Std.	Handaxe
Javelin	Std.	Javelin
Knife	Inexp.	Dagger
Sling	Inexp.	Sling
Stone	Inexp.	Improvised Weapon
Bow, Long	Exp.	Longbow
Bow, Short	Std.	Shortbow

# Rules

## DIFFICULTY CLASS TO EASE FACTOR

DC	D&D Difficulty	Ease Factor	Ars Magica Difficulty
0		0	Trivial
1		1	
2 or 3		2	
4 or 5	Very easy	3	Simple
6		4	
7 or 8		5	
9 or 10	Easy	6	Easy
11		7	
12 or 13		8	
14 or 15	Medium	9	Average
16		10	
17 or 18		11	
19 or 20	Hard	12	Hard
21		13	
22 or 23		14	
24 or 25	Very Hard	15	Very Hard
26		16	
27 or 28		17	
29 or 30	Nearly Impossible	18	Impressive
31		19	
32 or 33		20	
34 or 35		21	Remarkable
36		22	
37 or 38		23	
39 or 40		24	Almost Impossible

## CHARACTERISTICS AND ABILITY SCORES

Ars Magica Characteristic	D&D Ability Modifier Equivalent
Intelligence	Intelligence
Perception	Wisdom
Strength	Strength
Stamina	Constitution
Presence	Charisma
Communication	Charisma (verbal communication) or Intelligence (written communication)
Dexterity	Strength (melee or thrown attacks) or Dexterity (ranged or finesse attacks)
Quickness	Dexterity (initiative, armor class)

## DUNGEONS & DRAGONS SKILLS IN MYTHIC EUROPE

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

## ARS MAGICA SKILLS

Skills	Skills	Skills
<i>General Skills</i>	<i>General Skills (continued)</i>	<i>Supernatural Skills</i>
Animal Handling	(Organization) Lore	Animal Ken*
(Area) Lore*	Profession (Type)	Dowsing*
Athletics	Ride	Enchanting Music*
Awareness	Stealth	Entrancement*
Bargain	Survival	Magic Sensitivity*
Brawl	Swim	Premonitions*
Carouse	Teaching	Second Sight*
Charm		Sense Holiness and Unholiness*
Chirurgie*	<i>Academic Skills</i>	Shapeshifter*
Concentration	Artes Liberales*	Wilderness Sense*
Craft (Type)	Civil and Canon Law*	
Etiquette	Common Law*	<i>Arcane Skills</i>
Folk Ken	Medicine*	Code of Hermes*
Guile	Philosophiae*	Dominion Lore*
Hunt	Theology*	Faerie Lore*
Intrigue	Theology*	Finesse*
Leadership		Infernal Lore*
Legerdemain*	<i>Martial Abilities</i>	Magic Lore*
Music	Bows	Magic Theory*
	Great Weapon	Parma Magica*
	Single Weapon	Penetration*
	Thrown Weapon	



## SPELL GUIDELINE CONVERSION

Ars Magica Spell Guideline	D&D Spell Guideline
Inflict a Light Wound.	Inflict hit points of damage equal to a stress die plus the creature's Size plus 5. If the creature is at zero hit points, inflict a Light Wound.
Inflict a Medium Wound.	Inflict hit points of damage equal to a stress die plus twice the sum of the creature's Size plus 5. If the creature is at zero hit points, inflict a Medium Wound.
Inflict a Heavy Wound.	Inflict hit points of damage equal to a stress die plus three times the sum of the creature's Size plus 5. If the creature is at zero hit points, inflict a Heavy Wound.
Inflict an Incapacitating Wound.	Inflict hit points of damage equal to a stress die plus four times the sum of the creature's Size plus 5. If the creature is at zero hit points, inflict an Incapacitating Wound.
Inflict a Fatal Wound.	Reduce creature's hit point total to zero. The creature begins making death saving throws.
Kill a creature.	Reduce creature's hit point total to zero. The creature begins making death saving throws.
Create a circle warding against the creatures associated with one Form from one realm (Divine, Faerie, Infernal, or Magic) with Might less than or equal to the level of the spell (Range Touch, Duration Ring, Target Circle).	Create a circle warding against the creatures associated with one Form from one realm (Divine, Faerie, Infernal, or Magic) with Challenge less than or equal to twice the magnitude of the spell (Range Touch, Duration Ring, Target Circle).
Do +X damage	Do stress die + X hit points of damage.
Increase damage by +X.	Increase damage by +X.
Make a body resistant to damage (+X Soak).	Make a body resistant to damage (+X Armor Class).
Age someone X years.	Age someone (X times their racial aging modifier) years.
An Xth magnitude spell.	An Xth magnitude Hermetic spell. An Xth-level D&D spell.
A spell of Level X.	A Hermetic spell of Level X. A D&D spell of level $X \div 5$ .
Reduce a target's Might score by X.	Inflict hit points of damage equal to: $\text{Full HP} \times X \div \text{Might}$
Reduce the casting total for all magic cast by the target by X.	Increase the required spell slot for all D&D magic cast by the target by $X \div 5$ .
Dispel any magical effect with a level of X.	Dispel any Hermetic magical effect with a level of X. Dispel any D&D magical effect with a level of $X \div 5$ .
Ward the target against creatures with Might less than or equal to the level of the spell.	Ward the target against creatures with Challenge less than or equal to twice the magnitude of the spell.
Ease Factor X.	$\text{DC} (5 \times X \div 3)$ .
+X to Characteristic.	+2X to ability score.
+X to Attack.	+X to attack rolls.
+X to Defense.	+X to Armor Class.
+X to Soak.	+X to Armor Class.
Might	$\text{Might} = \text{Challenge} \div 2$ , rounded up, multiplied by five for Challenge 1 or higher.

# Notes on Ars Magica Rules Interactions with D&D Combat

## ABILITY SCORES AND CHARACTERISTICS

Increasing a D&D ability score by two equals increasing a Characteristic by one and vice versa. The D&D ability modifiers are used in Ars Magica, not the scores.

## CONFIDENCE

A Confidence Point can be spent grant a one-off +3 bonus to a d20 roll or grant advantage on the d20 roll, player's choice. This could be an attack roll or a saving throw. A Confidence Point can also be spent to apply a +3 modifier to a damage roll.

## SOAK

A character's Soak can be used to reduce damage from normal Ars Magica sources (such as Hermetic spells) in the normal fashion. A magical increase to Soak, such as *Doublet of Impenetrable Silk* or an increase due to a Virtue, like Tough, adds to Armor Class. Soak is not used if the character was successfully hit by a D&D attack roll. However, Soak does apply if the damage comes from a source that must be saved against (such as a D&D *fireball*).

## GROUPS

There are no groups, trained or otherwise, with the D&D combat system.

## SHIELD GROGS

When a character is acting as a shield grog, they gain the Protection Fighting Style of D&D. When a creature they can see attacks a target other than themselves within 5 feet, the shield grog can use their reaction to impose disadvantage on the attack roll. They must be wielding a shield.

## EXERTION

In Ars Magica, combatants may expend a Fatigue level to gain a bonus during a round of combat. See page 173 of the core rulebook. For D&D combat, expending a Fatigue level will grant the character advantage on all attack rolls during the round or impose disadvantage on all attack rolls against the character during that round.

## FAST CASTING

When a Hermetic magus uses Fast Casting, consider this to be a reaction, regardless of how many fast cast spells are attempted. The Fast Casting Speed is:

**FAST CASTING SPEED: d20 + Quickness + Finesse vs. opponent's D&D initiative result**

## MOUNTED COMBAT

This adds the character's Ride score, up to +3, to attack rolls and to Armor Class.

## NON-LETHAL COMBAT

Grappling has its own rules in D&D. Scuffling is just the normal D&D combat system except being reduced to zero hit points should just result in a knock-out.

## FATIGUE AND WOUND PENALTIES

These penalties apply to D&D attack rolls but should not apply to saving throws.

## RECOVERING HIT POINTS

Characters resting for at least one hour can spend hit dice to recover hit points like in D&D. Characters recover all lost hit points and up to half their hit dice total (rounded up) during a night of rest (or equivalent). Hermetic magic cannot be used to restore hit points as this would violate the Hermetic Limit of Energy.

# Combat

This section references the **Player's Handbook**. Run combat as if the game were *Dungeons & Dragons 5th Edition*. Use the changes below.

## Armor, Shields, and Weapons

Use the Armor Descriptions and Weapons Descriptions tables for conversion. You really don't need to convert the monsters. These tables are for the player characters.

## Initiative

Quickness is used in Ars Magica for initiative. Use the following roll for initiative:

**INITIATIVE ROLL: d20 + Quickness**

## Attack Rolls

Use the following rolls for attacks:

**ATTACK ROLL (STRENGTH): d20 + Strength + Combat Ability**

**ATTACK ROLL (DEXTERITY): d20 + Dexterity + Combat Ability**

The combat Abilities are Bows, Brawl, Great Weapon, Single Weapon, and Thrown Weapon.

## Damage Rolls

Use normal D&D damage rolls. Use Strength or Dexterity as the bonus to damage, as appropriate.

## Saving Throws

To make a saving throw, the player rolls a d20 and applies the most relevant Characteristic as well as the character's proficiency bonus based on level. Use the Characteristics and Abilities table to find the relevant Characteristic. We'll assume that characters are proficient in all saving throws and that their ability to be successful at saving throws increases with character level.

**SAVING THROW: d20 + relevant Characteristic + proficiency bonus**

### RELEVANT CHARACTERISTICS FOR D&D SAVING THROWS

D&D Saving Throw	Ars Magica Relevant Characteristic
Strength	Strength
Dexterity	Dexterity or Quickness
Constitution	Stamina
Intelligence	Intelligence
Wisdom	Perception
Charisma	Presence or Communication

Alternatively, the Storyteller may convert the DC to an Ease Factor and have the player roll a stress die and add the relevant Characteristic:

**SAVING THROW (ALTERNATE): stress die + relevant Characteristic vs. Ease Factor of  $\frac{3}{5} \times$  DC, rounded up**

This method is more in keeping with the Ars Magica rules but may slow down play a bit.

## Might

A D&D creature's Might is:

**MIGHT (D&D CREATURE) = 5 × (one-half Challenge, rounded up)**

## Penetration

Consider a D&D spellcaster's or creature's Penetration to be:

**PENETRATION TOTAL (SPELLCASTER): 5 × (Highest Level Spell Slot – Spell Slot Used for Spell)**

**PENETRATION TOTAL (CREATURE): 5 × (one-half Challenge, rounded up – Spell's Level)**

**PENETRATION TOTAL (CREATURE): 5 × (DC of effect – 10)**

A magus still gets the normal D&D saving throw even if a magical effect penetrates his Parma Magica.

## Dropping to 0 Hit Points

All hit points of damage received after a character drops to zero hit points is converted to an Ars Magica wound. Apply the hit points of damage directly. For example, a Size +0 character receiving 6 hp of damage after reaching zero hit points would get a Medium Wound.

Fatigue and Wound penalties apply to all d20 rolls.

Monsters should just drop after being reduced to zero hit points, per normal D&D rules.

### STABILIZING A CREATURE

This is an Ease Factor 6 roll using stress die + Perception + Chirurgy or Medicine.

### WOUND LEVELS

Wound Level	Severity Result	Lower Limit	Upper Limit
Light	1	1	5 + 1 × Size
Medium	2	6 + 1 × Size	10 + 2 × Size
Heavy	3	11 + 2 × Size	15 + 3 × Size
Incapacitating	4	16 + 3 × Size	20 + 4 × Size
Dead	5+	21 + 4 × Size	or more

## Conditions

Consider an "ability check" to be an Ars Magica Characteristic or Characteristic + Ability roll. Advantage allows the rolling of two dice, taking the better of the two. Disadvantage forces the rolling of two dice, taking the worse of the two. Advantage and disadvantage can be applied to simple dice and stress dice as well.

# Creatures

## CHALLENGE AND MIGHT

Proficiency			Proficiency			Proficiency		
Challenge	Might	Bonus	Challenge	Might	Bonus	Challenge	Might	Bonus
0	1	+2	9	25	+4	21	55	+7
1/8	2	+2	10	25	+4	22	55	+7
1/4	3	+2	11	30	+4	23	60	+7
1/2	4	+2	12	30	+4	24	60	+7
1	5	+2	13	35	+5	25	65	+8
2	5	+2	14	35	+5	26	65	+8
3	10	+2	15	40	+5	27	70	+8
4	10	+2	16	40	+5	28	70	+8
5	15	+3	17	45	+6	29	75	+9
6	15	+3	18	45	+6	30	75	+9
7	20	+3	19	50	+6	For each:	Apply:	And:
8	20	+3	20	50	+6	+1 or +2	+5	+1

## CREATURE SIZES

Height/Length	Weight	Size	Hit Dice	Dungeons & Dragons Creatures
16 – 20 in.	5 – 10 lbs	-4	d4	Brownie, Imp, Pseudodragon, Quasit
21 – 32 in.	10 – 22 lbs	-3	d4	Leprechaun, Pixie, Sprite
2'9" – 3'9"	22 – 46 lbs	-2	d6	Gnome, Goblin, Halfling, Kobold
3'9" – 4'9"	46 – 100 lbs	-1	d8	Dwarf, Wyrmling Dragon
4'9" – 6'2"	100 – 215 lbs	+0	d8	Elf, Human, Orc, Wyrmling Dragon
6'2" – 8'	215 – 465 lbs	+1	d8	Bugbear, Hobgoblin, Gnoll, Wyrmling Dragon
8' – 10'	465 – 1000 lbs	+2	d10	Ettin, Half-Ogre, Ogre, Troll, Young Dragon
10' – 13'	1000 – 2150 lbs	+3	d12	Fomorian, Adult Dragon
13' – 17'	2150 – 4600 lbs	+4	d12	Hill Giant, Adult Dragon
17' – 22'	2 ½ - 5 tons	+5	d12	Fire, Frost, & Stone Giants, Adult Dragon
22' – 28'	5 – 10 ½ tons	+6	d12	Cloud Giant, Storm Giant, Adult Dragon
28' – 37'	10 ½ – 23 tons	+7	d20	Ancient Dragon
37' – 47'	23 – 50 tons	+8	d20	Ancient Dragon
47' – 61'	50 – 107 tons	+9	d20	Ancient Dragon
61' – 79'	107 – 230 tons	+10	d20	The Tarrasque

## HIT DICE BY SIZE

D&D Monster Size	Ars Magica Sizes	Hit Dice
Tiny	-3 and smaller	d4
Small	-2	d6
Medium	-1, +0, +1	d8
Large	+2	d10
Huge	+3, +4, +5, +6	d12
Gargantuan	+7 or larger	d20

# Spellcasters

In *The Cradle & The Crescent*, a possible consequence of integrating Solomonic Magic is detailed. An outline of this Hermetic breakthrough is:

## **Hermetic Realm Initiation**

### *Hermetic Breakthrough*

After undergoing the initiation himself, instead of gaining a Solomonic art, the magus gains Insight into the Solomonic initiation process. This might produce a spell to warp another person with magic, or a ritual to open him to a Virtue possessed by the caster. This research eventually leads to a breakthrough with which the magus may initiate others into new Supernatural or Hermetic Virtues without the secrecy and lore of a Mystery Cult. Soon powerful magi may even learn to teach Hermetic magic to the unGifted, by initiating them into each Art.

This opens up the possibility that unGifted characters could have their Arts opened one-by-one through this form of initiation. Since the description says that “powerful magi may even learn to teach Hermetic magic” coupled with the fact that the sahirs use a Lab Total for initiation, the Hermetic initiation Lab Total could be:

### **HERMETIC ART INITIATION LAB TOTAL: Technique + Form + Intelligence + Magic Theory + Aura Modifier**

If the initiated Art will be a Technique, the master’s Technique score must be used in the formula along with any Form score (typically the highest). If the initiated Art will be a Form, then the master’s Form score must be used in the calculation along with any Technique (but, once again, typically the highest). The initiation ritual is relying upon the master’s knowledge and is not necessarily a magical operation using the Technique and Form in the normal sense.

It takes one season to initiate one Art. The initiation is a magical process that infuses the student with the ability to use one Art. If the master’s Lab Total is 30 or more, the student gains a score of zero in the Art. If the master’s Lab Total is 25 to 29, the student gains a score of zero in the Art and one Minor Flaw. If the master’s Lab Total is 15 to 24, the student gains a score of zero in the Art and one Major Flaw. The master must also use a number of pawns of vis attuned to the Art initiated equal to one-fifth of the Lab Total, rounded down. The student also gains two points of Warping from the experience (no chance of entering Twilight). If the master has an Art score less than five in the Art initiated, the student gains a Deficiency in the Art (the Deficient Form or Deficient Technique Flaw).

UnGifted magi cannot learn the Parma Magica Ability but must rely on their own Form Scores for magic resistance. They may otherwise function as Gifted magi except in all cases requiring The Gift. UnGifted magi would almost certainly be denied entry into every House, except Ex Miscellanea perhaps. An UnGifted magus that has undergone the 15-year apprenticeship with the minimum number of seasons of instruction would simply have a score of 0 in every Art with no spells. If the master took additional time to teach or allowed the apprentice to study from books, then the Art scores could be higher and spells could have been learned. The character would also have two Minor Flaws due to the accumulation of 30 Warping Points. These Minor Flaws from Warping can be Hermetic but need not be.

In the saga, unGifted magi can be specialists, lab assistants, Redcaps, or other types of characters that straddle the line between magus and companion.

# Races

If desired, the following races can be used. Each of these races can have The Gift.

## DWARF

**Characteristic Increase.** Increase your Stamina by one after you have assigned Characteristics and applied Virtues and Flaws.

**Size.** Your default Size is -1. You have d8 hit dice and your Wound Threshold is 4. You may take the Large Virtue but your Size will become +0. You may not take the Giant Blood Virtue. You may not take the Dwarf Flaw or the Small Frame Flaw.

**Darkvision.** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Dwarven Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage.

**Dwarven Combat Training.** You may acquire the Single Weapon Ability during character generation.

**Dwarven Profession.** You gain five experience points in either Profession (Smith), Profession (Brewer), or Profession (Mason).

**Stonecutting.** Whenever you make a die roll related to the origin of stonework, you gain a +1 bonus to the roll.

## ELF

**Characteristic Increase.** Increase your Quickness by one after you have assigned Characteristics and applied Virtues and Flaws.

**Size.** Your default Size is +0. You have d8 hit dice and your Wound Threshold is 5. You may not take the Large or Giant Blood Virtue. You may not take the Dwarf Flaw. You may take the Small Frame Flaw.

**Darkvision.** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Keen Senses.** You gain a +1 bonus on all Perception die rolls.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Elven Combat Training.** You may acquire the Bows and Single Weapon Abilities during character generation.

## GNOME

**Characteristic Increase.** Increase your Intelligence by one after you have assigned Characteristics and applied Virtues and Flaws.

**Size.** Your default Size is -2. You have d6 hit dice and your Wound Threshold is 3. You may take the Large Virtue but your Size will become -1. You may not take the Giant Blood Virtue. You may not take the Dwarf Flaw. You may take the Small Frame Flaw but your Size will become -3 and you will have d4 hit dice.

**Darkvision.** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Gnome Cunning.** You have advantage on all Intelligence, Perception, Presence, and Communication saving throws.

**Speak with Small Beasts.** Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

## HALF-ELF

**Characteristic Increase.** Increase your Presence by one after you have assigned Characteristics and applied Virtues and Flaws.

**Size.** Your default Size is +0. You have d8 hit dice and your Wound Threshold is 5. You may take the Large or Giant Blood Virtue. You may take the Dwarf or Small Frame Flaw.

**Darkness.** Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Skill Versatility.** Choose two Abilities that you are not normally permitted to learn, such as those that require a Virtue. You may spend experience points to gain and raise these Abilities during character generation. The Abilities can come from the Martial, Academic, Arcane, or Supernatural lists.

## HALF-ORC

**Characteristic Increase.** Increase your Strength by one after you have assigned Characteristics and applied Virtues and Flaws.

**Size.** Your default Size is +0. You have d8 hit dice and your Wound Threshold is 5. You may take the Large or Giant Blood Virtue. You may take the Dwarf Flaw or Small Frame Flaw.

**Darkness.** Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Menacing.** You gain five experience points that must be placed into the Leadership Ability.

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you have had a full night's rest.

**Savage Attacks.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

## HALFLING

**Characteristic Increase.** Increase your Dexterity by one after you have assigned Characteristics and applied Virtues and Flaws.

**Size.** Your default Size is -2. You have d6 hit dice and your Wound Threshold is 3. You may take the Large Virtue but your Size will become -1. You may not take the Giant Blood Virtue. You may not take the Dwarf Flaw. You may take the Small Frame Flaw but your Size will become -3 and you will have d4 hit dice.

**Lucky.** When you roll a 1 on an attack roll or saving throw, you can reroll the die and must use the new roll.

**Brave.** You have advantage on saving throws against being frightened.

## HUMAN

**Characteristic Increase.** Increase a Characteristic of your choice by one after you have assigned Characteristics and applied Virtues and Flaws.

**Size.** Your default Size is +0. You have d8 hit dice and your Wound Threshold is 5. You may take the Large or Giant Blood Virtue. You may take the Dwarf or Small Frame Flaw.

## ORC

**Characteristic Modification.** Increase your Strength by one and lower your Intelligence by one after you have assigned Characteristics and applied Virtues and Flaws.

**Size.** Your default Size is +0. You have d8 hit dice and your Wound Threshold is 5. You may take the Large or Giant Blood Virtue. You may also take the Dwarf or Small Frame Flaw.

**Darkvision.** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Aggressive.** As a bonus action, you can move up to ten paces (30') toward a hostile creature that you can see.



# Treasure

Using D&D treasure is quite easy. First consider these rough equivalencies for the treasure tables. The table below shows how many D&D coins you need to equal the Mythic coin shown in the column.

<b>D&amp;D Coin</b>	<b>One Pound</b>	<b>One Shilling</b>	<b>One Penny</b>
Copper Piece	24,000 cp	1,200 cp	100 cp
Silver Piece	2,400 sp	120 sp	10 sp
Electrum Piece	480 ep	24 ep	2 ep
Gold Piece	240 gp	12 gp	1 gp
Platinum Piece	24 pp	6 pp = 5	1 pp = 10

<b>Gemstone</b>	<b>Value</b>
10 gp	10 pennies
50 gp	4 shillings
100 gp	8 shillings
1,000 gp	4 pounds
5,000 gp	20 pounds

<b>Art Object</b>	<b>Value</b>
25 gp	2 shillings
250 gp	1 pound
750 gp	3 pounds
2,500 gp	10 pounds
7,500 gp	30 pounds

<b>Magic Item</b>	<b>Value</b>
Common	4 – 8 shillings
Uncommon	½ – 2 pounds
Rare	2 – 20 pounds
Very rare	20 – 200 pounds
Legendary	Over 200 pounds

Since we're using the D&D combat system, most magical items will translate well. The Penetration Total of a D&D magical item is:

**PENETRATION TOTAL (MAGICAL ITEM): 5 × (DC of effect - 10)**

However, if you do not wish to use D&D magical items, which is a wise choice, you can convert any magic item finds into pawns of vis. Use the table below. Simply find the table that you're instructed to roll on and the number of times. The result gives you the number of pawns of vis found in the treasure hoard.

<b>Table</b>	<b>Once</b>	<b>1d4</b>	<b>1d6</b>	<b>1d8</b>
A	1	2	3	4
B	2	3	4	5
C	3	4	5	6
D	4	5	6	7
E	5	6	7	8
F	6	7	8	9
G	7	8	9	10
H	8	9	10	11
I	9	10	11	12

You can determine the types of vis as you see fit or roll randomly for the whole hoard or for each individual pawn in the hoard.

<b>d20</b>	<b>Art</b>	<b>d20</b>	<b>Art</b>
1	Creo	11	Ignem
2	Intellego	12	Imaginem
3	Muto	13	Mentem
4	Perdo	14	Terram
5	Rego	15	Vim
6	Animal	16	Vis is Divine. Roll again, re-rolling results above 15.
7	Aquam	17	Vis is Faerie, Roll again, re-rolling results above 15.
8	Animal	18	Vis is Infernal, Roll again, re-rolling results above 15.
9	Corpus	19	Storyteller's choice of Art.
10	Herbam	20	Players' choice of Art.

## Regiones

The Storyteller should make extensive use of *regiones* for a saga featuring Dungeons & Dragons combat, creatures, and treasures. The demi-humans should reside in *regiones*, to keep them both separate from Mythic Europe but still available for the campaign. *Regiones* for this type of saga can be quite large, perhaps as large as the mapped area of some campaign worlds. These *regiones* should have magic auras and would definitely qualify for the Fantastic Environment Major Site Boon in the *Covenants* supplement. The default magic aura score should be three in these kingdom (or continent) sized *regiones*. There may be multiple access points to a large *regio* all over Mythic Earth.

## Hermetic Society

For a more fantastic version of Mythic Europe, the Order of Hermes, and magicians in general, should be known to be a part of the world. Nobility and clergy would respect their “non-interference” clause but would still probably defer to them if problems of a magic nature arise. The effects of The Gift would keep most people away from them; they would only be approached if circumstances were dire. You could think of magic-users as a “Fourth Estate Lite” and draw inspiration from *Transforming Mythic Europe*. In this case, it would not necessarily seem unusual for a couple of magae, some demi-humans, several companions, and a turb of grogs to be encountered on a road or within a town by mundane folks.

However, within Hermetic society itself, there could be a vast network of relationships between covenants, magi, faerie beings, magical creatures, angels, devils, etc. This society exists side-by-side with mundane society, perhaps with its own villages, towns, and cities (within *regiones*, of course). Faerie trods might connect areas so that supernatural people and entities need not interact with mundane Europe. Trade in enchanted items, vis, magical creatures, and other items may exist. Redcaps would be the most adept at travel through the “mystical landscape” and very knowledgeable of magical locations.

## Saga Types

For a campaign featuring Dungeons & Dragons tropes, a Low-Research Saga using Tribunal Books is probably the best way to go. Use the Tribunal Books for ideas but don’t worry about being too bound to the material. A saga can proceed at any speed but will most likely be comprised of Slow Saga sessions for the most part (which would probably make the Pulsed Saga style the best). Because combat is rendered much less dangerous under this system, grogs will probably not need to be used as heavily, thus the troupe might resemble more traditional “adventuring parties” found in other games. As far as Saga Style is concerned, High Fantasy and Action-Adventure are the best for this type of campaign.

## Dungeons

Dungeons, in the traditional RPG sense of the word, should almost always exist with a *regio*. To keep magic “standard” most of these *regiones* should have magic auras. Of course, if the characters are within a very large *regio*, there may be many dungeons. If a dungeon is within a faerie *regio*, the characters may find exotic coinage that resembles traditional fantasy RPG money. In this case, the money will be good within the *regio* but will turn to wood, leaves, or some other worthless medium upon exiting the *regio*.