

Dungeons & Magica (5e)

An RPG Mashup for use with D&D 5th Edition and Ars Magica 5th edition

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with help from my most excellent players on RPoL
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A Primer on Ars Magica Spellcasting

Ars Magica was one of the first magic systems to use what's now called *noun-verb* casting, which it expresses in terms of Forms and Techniques. If a spell is a sentence, you express it in *Ars Magica* using (typically) one Form and one Technique: *Rego Animal (ReAn)*, "I control the animal," or *Intellego Mentem (InMe)*, "I perceive the mind."

Each of the Arts line up with either a subject or an action. They deal with *what kinds of things the spell can affect*:

- **Animal (An)** *Animal*. This Form targets beasts of the field, birds of the air, and fish under the sea. It does not target humanoids like dwarves or elves. Pronounced "ah-nee-MAHL."
- **Aquam (Aq)** *Water*. This Form affects water and all kinds of liquids. It also affects fluidic properties of other types of matter. Pronounced "AH-kwahn."
- **Auram (Au)** *Air*. This Form affects air and gasses of all types. It also targets the wind and weather, including lightning. Pronounced "OW-rahm."

-**Corpus (Co)** *Body*. This Form deals with humanoid bodies, living and deceased. It does not target animals like cattle or birds. Pronounced "COR-poos."

-**Herbam (He)** *Plant*. This Form has to do with plants and trees and their byproducts, like lumber and textiles. Pronounced "HARE-bahm."

-**Ignem (Ig)** *Fire*. This Form concerns itself with all matters pertaining to heat and light. Pronounced "IG-nem."

-**Imaginem (Im)** *Appearance*. This Form deals with the perceptions of the senses: sight, sound, smell, taste, and touch. It affects the appearance that a subject presents to the world, but it does not change the subject's actual effects. Pronounced "ih-MAH-gih-nem."

-**Mentem (Me)** *Mind*. This Form pertains to minds, thoughts, and spirits. It can also affect the bodies of incorporeal entities like ghosts and wraiths. Pronounced "MEN-tem."

-**Terram (Te)** *Earth*. This Form has to do with most types of solid, inorganic matter, but especially with earth and stone. Pronounced "TARE-rahm."

-**Vim (Vi)** *Power*. This Form affects raw magical power. It

Forms and Techniques

Forms	Techniques
Animal (An)	Creo (Cr)
Aquam (Aq)	Intellego (In)
Auram (Au)	Muto (Mu)
Corpus (Co)	Perdo (Pe)
Herbam (He)	Rego (Re)
Ignem (Ig)	
Imaginem (Im)	
Mentem (Me)	
Terram (Te)	
Vim (Vi)	

can also affect the magical bodies of extraplanar and faerie creatures. Pronounced “WEEM.”

The Techniques describe actions. They deal with *what the spell does to the subject*:

- **Creo (Cr)** / *create*. With Creo, a magus can make magical subjects out of nothing; however, that’s not all. Ze can also restore existing subjects to their natural state, healing them from damage and degradation. Finally, Creo can improve a subject to its natural potential, making a horse as fast as the fastest horse alive or a shield as strong as the toughest wood. Pronounced “CRAY-oh.”
- **Intellego (In)** / *perceive*. Intellego permits its caster to learn all kinds of information about the true nature of a subject. It does not deal with causality or probability, however. Pronounced “in-TEL-le-go.”
- **Muto (Mu)** / *change*. A magus uses Muto to transform the subject in an unnatural manner, giving it features or properties it does not normally possess or taking away intrinsic features or properties. The more substantial a change is, the higher its level. Pronounced “MOO-toe.”
- **Perdo (Pe)** / *destroy*. Perdo, the opposite of Creo, breaks down the subject into a worse or less effective state. It can simply destroy the subject, or it can remove natural properties or features of the subject, like a body’s ability to heal naturally or a steel plate’s ability to resist force. It cannot be used to make something better, even if sharpening a sword technically removes some of its edge or removing a wound might make someone well. Pronounced “PARE-doe.”
- **Rego (Re)** / *control*. This Technique lets the magus alter a subject’s natural state. It can include all matter of natural changes, like causing a human to fall asleep or forcing a tree to bud out of season or moving a teacup across the room. It cannot cause unnatural changes, however, like aging a subject—that would be degrading the subject, a function of *Perdo*—or changing the color of a dog’s coat. As a rule of thumb, Rego can cause any change a natural craftsman would be able to accomplish on a subject, given unlimited time, tools, strength, and skill. Pronounced “RAY-go.”

In addition to the Arts, each *Ars Magica* spell is expressed in terms of three parameters which define its extents. Each of these parameters has a default at the low end of a spectrum of possibilities. To increase the value of a parameter, the caster increases the magnitude of the spell by an equal number of rows. Magnitude 1 spells below Level 5 are a special case: instead of increasing the Magnitude of the Spell, each parameter shift increases its Level, up to Level 5. After that, shifting a parameter increases the spell’s Magnitude, as normal.

Range

Default: Personal.

The range of a spell is the distance to the nearest part of its target.

- **Personal.** (*Default.*) The spell affects the caster or the things ze wears or carries.
- **Touch.** The spell affects anything or anyone the caster touches.
- **Eye.** The spell affects anyone with whom the caster shares eye contact.
- **Voice.** The spell affects anyone within the range of the caster’s voice: typically, 30’ for normal volume or 60’ at a shout.
- **Road.** This level is only accessible by those inducted into the *Faerie Magic* mystery. See 'Mysteries' in the 'Rules of Magic' section, below.
- **Sight.** The spell affects any target the caster can see.
- **Arcane Connection.** The spell affects any target to which the caster has an Arcane Connection.

Duration, Range, Target

Duration	Range	Target	Senses**
Momentary	Personal	Individual / Circle	Taste
Concentration / Diameter	Touch / Eye	Part	Touch
Sun / Ring	Voice (<i>Road</i>)	Group / Room	Smell
Moon (<i>Fire</i>)	Sight	Structure (<i>Bloodline</i>)	Hearing
Year* (<i>Until*</i> , <i>Year +1*</i>)	Arcane Connection	<i>Boundary*</i>	Vision
<p>*Only available for Rituals **For Intellego spells only</p>			

Duration

Default: Momentary.

A spell's duration is the how long its effect remains active. Note that although the effect ends, the effect's consequences often persist.

- **Momentary.** (*Default.*) The spell effect remains active for a moment and then dissipates.
- **Concentration.** The spell effect remains active while the caster concentrates on it.
- **Diameter.** The spell effect remains active for as long as it takes the sun to move its diameter in the sky: almost exactly two minutes.
- **Sun.** The spell effect remains active until the next time the sun rises or sets.
- **Ring.** The spell effect remains active until the target moves outside a ring drawn at or before the time of casting or until the ring is broken.
- **Moon.** The spell effect remains active until both the new and full moon have set.
- **Fire.** This level is only accessible by those inducted into the *Faerie Magic* mystery. See 'Mysteries' in the 'Rules of Magic' section, below.
- **Year.** The spell effect remains active until sunrise on the fourth equinox or solstice after its casting. It's only available for rituals.
- **Until.** This level is only accessible by those inducted into the *Faerie Magic* mystery. It's only available for rituals. See 'Mysteries' in the 'Rules of Magic' section, below.
- **Year +1.** This level is only accessible by those inducted into the *Faerie Magic* mystery. It's only available for rituals. See 'Mysteries' in the 'Rules of Magic' section, below.

Target

Default: Individual.

Target expresses what or how much the spell can affect.

- **Individual.** (*Default.*) The spell can affect a single entity, such as a person or object.
- **Circle.** The spell affects everything inside a ring drawn at or before the time of casting.
- **Part.** The spell affects part of a discrete thing, like a person's arm or a section of the ground.
- **Group.** The spell affects a group of people or things close together in space.
- **Room.** The spell affects everything within a chamber.
- **Structure.** The spell affects everything within a single structure.
- **Bloodline.** This level is only accessible by those inducted into the *Faerie Magic* mystery. See 'Mysteries' in the 'Rules of Magic' section, below.

- **Boundary.** The spell affects everything within a well-defined natural or man-made boundary. It's only available for rituals.

Senses

Default: Taste

Intellego spells that allow a subject to sense things ze wouldn't normally be able have a Target parameter according to the type of sense the subject gets. The spell's Range is the range to the subject.

- **Taste.** (*Default.*) The information comes through the subject's sense of taste. This target is equivalent to Individual.
- **Touch.** The information comes through the subject's sense of touch. This target is equivalent to Part.
- **Smell.** The information comes through the subject's sense of smell. This target is equivalent to Group.
- **Hearing.** The information comes through the subject's sense of hearing. This target is equivalent to Structure.
- **Vision.** The information comes through the subject's sense of sight. This target is equivalent to Boundary, but does not require a ritual.

Houses of Magic

Magical societies are arranged, for the most part, into different Houses that promote or focus on different aspects of magic. These Houses are separate from any nationality or government, though they can and do exert power in political spheres, and their influence generally spans across countries and cities without prejudice for heritage, class, or caste. What matters to mages is the ability to do magic.

- **House Bjornaer.** (*Mystery Cult.*) This house deals primarily with beasts and the animalistic side of human nature. Mages from this house cannot bond familiars, but they have the unique ability to take on the form of an animal, called a heartbeast. Pronounced "BYORE-nayr."
- **House Bonisagus.** This house, founded by the creator of the Hermetic theory of magic, is split into two strands. The theoretical group strives to advance magical science and technique, while the political side works on relations between it and other houses. Pronounced "BOH-nee-SAH-goos"
- **House Criamon.** (*Mystery Cult.*) Mages from this house concern themselves with philosophy, mysticism, and esoteric magic. They often mark their skin with arcane symbols. Pronounced "KREE-ah-mone"
- **House Ex Miscellanea.** This disparate house's mages have little in common, without any unified philosophy or tradition. Pronounced "EKS mis-kel-LAH-nay- ah"
- **House Flambeau.** Mages from this house often specialize in fire or annihilation magic, and are often volatile in temperament. Pronounced "flahm- BOH."
- **House Guernicus.** Members of this house are the judges of the magical orders, investigating wrongdoing and magical crimes. Pronounced "GWAIR-nee-kuss."
- **House Jerbiton.** This house, which has many members from nobility and aristocratic classes, deals closely with governments and temple politics. Pronounced "YARE-bih-tahn."
- **House Mercere.** Unlike other houses, this house contains both members with the Gift and those without, with little distinction between the two. They often serve as messengers to other magi. Pronounced "mare-KAY-ray."

- **House Merinita.** (*Mystery Cult.*) Mages from this house focus their studies on faeries and the fae. Pronounced “meh-rih-NEE-tah.”
- **House Tremere.** This house concerns itself with matters of form and protocol, and is considered a strict, if respectable, group of mages concerned with hierarchy and respect for authority. Only novices trained by mages from Tremere are allowed to join this house. Pronounced “tray-MARE- ay or tray-MARE.”
- **House Tylalus.** The belligerent magi of this house are constantly embroiled in contests of all kind, both martial and magical. They take pride in testing themselves and respect strength and skill. Pronounced “TIE-tah-loos.”
- **House Verditius.** (*Mystery Cult.*) This house deals with the creation of enchanted and magic items. However, its mages are restricted: they cannot cast formulaic spells without tools. Pronounced “ware-DEE-tee-oos.”

Belonging to a house is strictly optional, as with any of the available factions in the Forgotten Realms. Being initiated into a Mystery Cult grants the mage the Outer Mystery associated with that house. See 'Mysteries' in the 'Rules for Magic' section, below.

Setting Notes

Bonisagus "invented" Hermetic Theory, true. However, in a D&D setting, dragons and elves and gnomes had been practicing magic in their intuitive way for ages before he ever came along. Dwarves mastered enchanting weapons and tools and armor through their own processes long ago. A very few gifted mortals worked out their own relationship with magic, much like sorcerers, and temples plied unreliable miracles when there was great need. All these were expressions of magic.

What Bonisagus actually did was combine, refine, and codify the magic systems the elder races had been learning and teaching each other for centuries, so non-elves, who couldn't feel the weave of magic as keenly, could learn to use magic in much the same way they did. This led to a revolution of magical learning among all the races, not just the humans. The founding members of the Hermetic Order had members of other races that believed in Bonisagus' mission and helped him, in true mage fashion, to formalize something grander than its constituent parts out of the disparate branches of magic that had existed previously. A group of elves, with their inborn connection to the world of faerie, founded House Merinita, which is open to all those of fey mind. Several dwarves and gnomes, with their strong connection to crafting magics, founded House Verditius. And, while they'll accept anyone of a similarly proactive temperament to their own, the founder of House Flambeau was a particularly outspoken tiefling and her merry band of miscreants.

When magic became widely available, temples bought into it wholesale, commissioning cadres of priests to become spellcasters proficient in Hermetic Theory. That way, they were able to produce reliably the miracles their saints had been tossing off haphazardly. This is one of the main reasons the Order of Hermes gained so much international power: Houses Jerbiton and Bonisagus forged alliances with the temples to teach clerics how to use magic reliably, instead of relying on intuitive gifts like blessings and curses and laying on hands.

What this means at the setting level is that all major player character races practice magic very similarly. The elves, of course, will grumble and say "That's not how that really works, you know..." but everyone can talk about elven / draconic / gnomish / dwarven / Hermetic magic and understand what each other is saying. In fact, much of the "laboratory research" Hermetic mages do involves going over old elvish and draconic and gnomish and dwarvish texts about magic and trying out their concepts against the Hermetic model.

This doesn't mean, of course, that there aren't other magical traditions out there. Hermetic theory doesn't account for Faerie magic, for example, nor the magic practiced by Celestials

and Infernals. Although we can discuss those effects in Hermetic terms, Hermetic theory doesn't fully explain them and can't reproduce them exactly.

Definitions

Arcane Connection: A piece or possession of a ritual's target used to link the spell to its target at casting. How long a connection remains viable depends on what it is and how it is stored.

Art: One of the 15 categories of magic, made up of domains called Forms and methods called Techniques

Duration: How long a spell will affect its target. The base level is Momentary, meaning the active effect of the spell lasts for an instant and then dissipates. Increasing its category adds one Magnitude to the spell's level each or one level to the spell up to Level 5.

Flaw: A disadvantage from *Ars Magica* that makes the character's life more difficult

Form: A grouping of magic that defines what types of being the spell can affect. A *Noun*, in the spell syntax of the system

Formulaic Spell: In *Ars Magica*, a spell written down in a book. It can be cast quickly, easily, and with minimal preparation

Magic Resistance: An innate quality of mages and magical creatures that makes them immune to weaker magical effects

Magnitude: 1 Level of Magnitude = 5 Spell Levels (rounded up)
e.g., A 15th level spell is 3rd Magnitude.

Parma Magica: A mage's ability to resist spells and to extend that resistance to others

Range: The distance over which a spell can be cast. The base level is Personal, meaning the caster can only affect himself or things ze is wearing or carrying. Increasing its category adds one Magnitude to the spell's level each or one level to the spell up to Level 5.

Ritual: A type of magic casting in *Ars Magica* that takes extra time and preparation, but is often more powerful than the quicker spells mages use. A Ritual is always at least Level 20, takes fifteen minutes per level of Magnitude, and costs 1 Raw Vis per level of Magnitude

Sigil: A trademark effect or mark that runs through every instance of magic a caster works. It can be an environmental effect, like the scent of roses, or a personal effect, like the maga's eyes glowing when she casts a spell, or a mutative effect of the spell itself, like a white patch that appears on anything the caster's spell targets. A sigil can never have a useful effect, as it's just an expression of personal style. It also leaves traces that can be used to identify the spell caster.

Spontaneous Spell: In *Ars Magica*, a spell the caster invents on the fly. It's slower and more difficult to cast than a formulaic spell, but it gives the caster great versatility

Target: What a spell can affect. The base level is Individual, meaning the spell affects a single creature or object. Increasing its category adds one Magnitude to the spell's level each or one level to the spell up to Level 5.

Technique: A grouping of magic that defines the kinds of things a spell can do to its target. A *Verb*, in the spell syntax of the system

Twilight Scar: The marks left from a wizard's encounter with Twilight. A scar can have positive or neutral effects on the mage, depending on his experience, but it's always magical in nature. The air around the mage may always smell faintly of roses, for example, or his eyes may glitter with many colors, or he may always walk a fraction of an inch above any surface. For Hermetics that prefer to keep their magic on the down-low, scars usually take less conspicuous forms: the people around him may tend to feel happy, or insects may avoid biting him.

Virtue: An advantage from *Ars Magica* that works similarly to a feat

Vis: (*pronounced 'wees'*) Magical power. When made manifest in a solid substance, it's called 'Raw Vis.' Raw vis invariably exists in some kind of matter appropriate to the Technique or Form to which it corresponds. Animal vis might be found in blood, skins, or horns; Herbam vis in plant fiber or sap; Terram vis in crystals; and so on. When raw vis is used its power is permanently lost. When this happens its substance often changes — dissolving, withering, crumbling, shriveling, or otherwise degrading — in whatever way is appropriate to it.

Warping: The effect strong or prolonged magical exposure has on people and things in the world. At sufficient levels of warping, the subject may begin to exhibit strange quirks and unusual features related to the magic that shaped him. On the whole, though, warping is very uncommon except among practitioners of magic and their servants.

Wizard's Twilight: The reaction hermetically-trained mages have to Warping, which involves strange visions and temporary paralysis as the character's mind struggles to assimilate the changes magick wreaks in his body. While in such a state, the mage's body may disappear entirely or it may remain but seem out of phase with the world. In such cases, the mage's body is completely immune to magic, mundane damage, aging, and hunger, and it is completely unable to perform magic.

Greater Mage

A greater mage dedicates hir life to studying the use and application of magic in the real world. Ze may be a warrior, a healer, or an academic, but ze accomplishes greatness through the use of magic.

Hit Die: d6
Hit Points at 1st level: Constitution Score + d6
Hit Points at later levels: 1d6 (4) + Constitution Modifier

Level	Proficiency Bonus	Cantrips	Features
1	+2	3	Magical Arts & Spells, Magic Resistance, Parma Magica, Ritual Caster, Optional Features
2	+2	3	
3	+2	3	Minor Feature
4	+2	4	Ability Score Improvement
5	+3	4	Minor Feature
6	+3	4	
7	+3	4	Major Feature
8	+3	4	Ability Score Improvement
9	+3	4	Minor Feature
10	+4	5	

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Saving Throws: Intelligence, Wisdom

Tools: None

Skills: Choose two from Animal Handling, Arcana, History, Insight, Investigation, Medicine, Nature, and Religion

Features

Magical Arts. Mages have access to immense power through the techniques and forms that codify their spells. In this ruleset, mages learn arts by Magnitude, giving them 5 Levels of spells for every level of proficiency.

In *Ars Magica*, Arts are comprised of Forms and Techniques. The ten Forms are the nouns in the sentence that defines a spell: Animal (*Beast*), Aquam (*Water*), Auram (*Air*), Corpus (*Body*), Herbam (*Plant*), Ignem (*Fire*), Imaginem (*Illusion*), Mentem (*Mind*), Terram (*Earth*), and Vim (*Magic*). The five Techniques are the verbs: Creo (*I create*), Intellego (*I perceive*), Muto (*I*

change), *Perdo* (*I destroy*), and *Rego* (*I command or control*). When you define a spell, you do so in terms of the Form and Technique involved in its casting: *Ward against Wood* is a *Rego* *Herbam* spell with a base level of 15 and two Duration enhancements that make it *ReHe* 25 (*Magnitude* 5).

Choose one of the following:

- 1 Art @ Magnitude 2, 4 Arts @ Magnitude 1
- 8 Arts @ Magnitude 1

Don't forget to take proficiency in at least one Form and one Technique!

The mage must choose hir Sigil, a deeply personal expression or phenomenon that manifests itself in every spell ze casts and leaves traces of the caster's identity.

In addition, they gain 1 magnitude in Arts at each level after the first. A character can't have a higher magnitude proficiency than hir Proficiency Bonus. (*Magnitude 2 at Level 1, Mag 3 @ Lvl 5, etc...*)

Spells. Mages can create spontaneous spells on the fly at any time, but it's faster and easier for them to use spell formulae from a grimoire.

At first level, a mage gains 24 magnitude levels of spells in their chosen Arts. With the DM's permission, the player can save some of these spell levels to define after gameplay starts.

On each level after the first, the mage gains up to 6 magnitude levels of new spells.

Magic Resistance. All magi gain Magic Resistance 0. If the mage is rated in the Form cast on hir, ze adds hir Magnitude in the Form to hir Magic Resistance against the appropriate spell.

Parma Magica. Protection from magic. The mage begins with Parma Magica 1.

This is a special ritual (not a ritual spell) that takes about two minutes to perform. It lets you add your Parma Magica score to your magic resistance until the next sunrise or sunset, whichever comes first. You may suppress your Parma Magica temporarily by concentrating; this is equivalent to sustaining a Concentration duration spell. Parma Magica does not require concentration while it is active.

You may also protect one other person for each point in Parma Magica, with their consent. You must touch each person to start the protection, and it lasts as long as at least one character can see the other. The magus may cancel the protection at will, at any distance. While a magus is protecting others, his effective Parma Magica score is reduced by 1 point, both for himself and for the other people he is protecting. If the magus has a Parma Magica score of 1 or lower, his Parma Magica provides each character, including himself, with a Magic Resistance of 0. In the magus's case, this is added to his Form resistance, and a magus protected by another magus's Parma Magica may also add his Form resistance.

N.B. - This differs from Parma Magica in Ars Magica in that it measures Magic Resistance by Magnitude instead of Level because of differences in casting procedure.

Ritual Caster. Greater magi are trained in casting spell rituals.

Optional Features. At 1st level, a mage can choose to take a Major and/or Minor Virtue from any category in *Ars Magica*, with the DM's approval. However, if the player chooses to take a Virtue, ze must also take a Flaw of the same level. If ze wishes, the player may choose to take two Minor Virtues in exchange for one Major Flaw.

Minor Feature. On some levels, a mage gains any one Minor Feature of hir choice from the list below. The mage may choose to take a Major feature instead by accepting a Minor flaw to compensate.

Major Feature. Occasionally, a mage gains any one Major Feature of hir choice from the list below.

Optional Features

Extra Learning (Minor)

The character learns 1 level of magnitude in a chosen Art and one new Spell.

Extra Learning (Major)

The character gains 1 level of magnitude in 2 separate Arts and two new Spells.

Familiar Bond (Minor)

If the character does not already have a familiar, ze bonds one.

If ze does, ze improves one level in one of hir familiar's Cord benefits.

Familiar Power (Major)

The character's familiar gains one Power.

Minor Virtue (Minor)

The character gains a minor virtue from the Hermetic or Supernatural categories in Ars Magica, with DM approval.

Major Virtue (Major)

The character gains a major virtue from the Hermetic or Supernatural categories in Ars Magica, with DM approval.

Parma Magica (Major)

If you have Parma Magica, increase its level by 1.

If not, you gain Parma Magica 1.

Penetration (Minor)

If you have Penetration, increase its level by 1.

If not, you gain Penetration 1.

Spell Mastery (Minor)

For every possible Hermetic spell, there is a corresponding Ability. This Ability can be studied in the normal ways, and is called the spell's "mastery" ability. If a mage has a score of one or greater in a mastery ability, ze is said to have "mastered" that spell.

A mage adds hir score in the mastery ability to the casting check whenever ze casts that spell.

In addition, a mage subtracts hir mastery ability from the Botch Range for any spellcasting check, to a minimum of zero. If the mage has Mastery 2 in the spell, the Botch Range for casting under stress reduces from 1 to none or from 1-3 to 1.

Finally, if the mage is proficient in wearing the armor, a mage does not suffer Disadvantage when casting a mastered spell in it.

You can take this ability more than once; each new time, you choose a different spell or increase your level of a mastery you already have.

Optional Restriction

Minor Flaw (Minor)

The character takes a minor flaw from the Hermetic or Supernatural categories in *Ars Magica*, with DM approval.

Major Flaw (Major)

The character takes a major flaw from the Hermetic or Supernatural categories in *Ars Magica*, with DM approval.

For example, we're creating Crispin Crookshanks, a crazy codger that lives out in the wilds and speaks to the birds and the trees. He's a gnome, and we'll assign his ability scores in the following array:

Str 8 (-1), Dex 12 (+1), Con 14 (+2), Int 17 (+3), Wis 14 (+2), Cha 10 (+0)

His race gives him Darkvision 60', Gnome Cunning, Artificer's Lore, and the Tinker feature, and he knows Common and Gnomish.

For his background we'll choose Hermit. Crispin became a hermit after his entire family died in a bandit raid. The background gives him proficiency in Medicine, Religion, and the Herbalism Kit. He learns one more language—we'll say Dwarvish. The background's feature is Discovery, Crispin has discovered a powerful recipe for a Potion of Healing that recovers 3d4+3 hit points instead of the standard for the same crafting cost, and he thinks it can make a difference in small towns like the one where he grew up.

Crispin is a Greater Mage. He's not proficient in armor, but he can use a handful of weapons and is proficient in Intelligence and Wisdom saves. For his skill proficiencies, we take Arcana and Nature.

Time to choose Crispin's Arts. We'll keep him well-rounded with 8 Arts at Magnitude 1. His forms will be Animal, Corpus, Herbam, and Auram. For Techniques, he chooses Intellego, Creo, Muto, and Rego.

For Crispin's Sigil, let's say that Crispin has a hawkish presence that becomes more pronounced when he uses magic. The shadows on his nose and brow deepen, and the sound of fluttering wings often follows him.

Crispin gets 3 cantrips. Since he's more or less a druid in D&D terms, we'll troll the Druid spell lists for our cantrips. Resistance will be helpful. Mending is a tremendous utility spell for self-sufficient adventurers. Since his melee attack is uninspiring, we'll choose Poison Spray for Crispin's last cantrip. It won't do much against golems, but it should work fine against living creatures.

Now we get to populate a grimoire for our crafty curmudgeon. 120 levels of spells. Tongue of Beasts and Birds (InAn 10) lets Crispin speak with animals. Doublet of Impenetrable Silk (MuAn 15) enhances the Armor Class of any animal-product garment by 3. Circle of Beast Warding (ReAn 5) is a good utility spell to keep hostile animals away, and Soothe the Ferocious Bear (ReAn 10) lets Crispin handle aggravated beasts. Jupiter's Resounding Blow (CrAu 10) deafens enemies that fail a Constitution save. The Chirurgeon's Healing Touch (CrCo 20) lets Crispin heal wounds. Rise of the Feathery Body (ReCo 10) allows Crispin to cause his target to levitate

in the air. Trap of the Entwining Vines (CrHe 15) traps an enemy in twisting vines. Hunt for the Wild Herb (InHe 5) helps Crispin find the herbs he needs. Piercing Shaft of Wood (MuHe 10) is an attack spell that fires a wooden spear at its target. Repel the Wooden Shafts (ReHe 10) makes any attack by a wooden weapon or missile fail automatically.

Lesser Mage

A Lesser Mage studies magic as an accompaniment to hir skill in arms. Ze learns to use some types of armor, but still avoids shields since ze needs to keep hir off hand clear for arcane gestures.

Hit Die: d8
Hit Points at 1st level: Constitution Score + d8
Hit Points at later levels: 1d8 (5) + Constitution Modifier

Level	Proficiency Bonus	Cantrips	Features
1	+2	2	Magical Arts & Spells, Magic Resistance, Optional Features
2	+2	2	Fighting Style, additional Art
3	+2	2	Minor Feature
4	+2	3	Ability Score Improvement, additional Art
5	+3	3	Extra Attack
6	+3	3	Minor Feature, additional Art
7	+3	3	Major Feature
8	+3	3	Ability Score Improvement, additional Art
9	+3	3	Minor Feature
10	+4	4	Additional Art

Proficiencies

Armor: Light and Medium Armor

Weapons: Simple and Martial Weapons

Saving Throws: Dexterity & Intelligence OR Strength & Wisdom

Tools: None

Skills: Choose three* from Animal Handling, Arcana, Athletics, Investigation, Medicine, Nature, Religion, Sleight of Hand, Stealth, and Survival

**Instead of choosing three Skill Proficiencies, the player can choose to take two Skills and either Proficiency in Shields, Thieves' Tools, or a Musical Instrument.*

Features

Optional Features. At 1st level, a mage can choose to take a Major and/or Minor Virtue from any category in Ars Magica, with the DM's approval. However, if the player chooses to take a Virtue, ze must also take a Flaw of the same level. If ze wishes, the player may choose to take two Minor Virtues in exchange for one Major Flaw.

Magical Arts. Lesser Mages have access to the same power as Greater Mages, but they split their training between magic and arms. In this ruleset, mages learn arts by Magnitude, giving them 5 Levels of spells for every level of proficiency.

Lesser Mages start with proficiencies in 3 Arts at Magnitude 1.

Don't forget to take proficiency in at least one Form and one Technique!

The mage must choose hir Sigil, a deeply personal expression or phenomenon that manifests itself in every spell ze casts and leaves traces of the caster's identity.

In addition, they gain 1 magnitude in Arts at 2nd level and again at each even level thereafter. A character can't have a higher magnitude proficiency than hir Proficiency Bonus. (*Magnitude 2 at Level 1, Mag 3 @ Lvl 5, etc...*)

Spells. Mages can create spontaneous spells on the fly at any time, but it's faster and easier for them to use spell formulae from a grimoire.

At first level, a mage gains 6 magnitude levels of spells in their chosen Arts. With the DM's permission, the player can save some of these spell levels to define after gameplay starts.

On each level after the first, the mage gains up to 3 magnitude levels of new spells.

Magic Resistance. All magi gain Magic Resistance 0. If the mage is rated in the Form cast on hir, ze adds that rating to hir Magic Resistance against the appropriate spell.

Fighting Style. At Level 2, the character can choose a Fighting Style from the Paladin or Ranger class.

Minor Feature. On some levels, a mage gains any one Minor Feature of hir choice from the list below. The mage may choose to take a Major feature instead by accepting a Minor flaw to compensate.

Extra Attack. Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Major Feature. Occasionally, a mage gains any one Major Feature of hir choice from the list below.

Optional Features

Extra Learning (Minor)

The character learns 1 level of magnitude in a chosen Art and one new Spell.

Extra Learning (Major)

The character gains 1 level of magnitude in 2 separate Arts and two new Spells.

Familiar Bond (Minor)

If the character does not already have a familiar, ze bonds one.

If ze does, ze improves one level in one of hir familiar's Cord benefits.

Familiar Power (Major)

The character's familiar gains one Power.

Ritual Caster (Minor)

The character is trained in casting spell rituals.

Minor Virtue (Minor)

The character gains a minor virtue from the Hermetic or Supernatural categories in Ars Magica, with DM approval.

Major Virtue (Major)

The character gains a major virtue from the Hermetic or Supernatural categories in Ars Magica, with DM approval.

Parma Magica (Major)

If you have Parma Magica, increase its level by 1.
If not, you gain Parma Magica 1.

Penetration (Minor)

If you have Penetration, increase its level by 1.
If not, you gain Penetration 1.

Spell Mastery (Minor)

For every possible Hermetic spell, there is a corresponding Ability. This Ability can be studied in the normal ways, and is called the spell's "mastery" ability. If a mage has a score of one or greater in a mastery ability, ze is said to have "mastered" that spell.

A mage adds hir score in the mastery ability to the casting check whenever ze casts that spell.

In addition, a mage subtracts hir mastery ability from the Botch Range for any spellcasting check, to a minimum of zero. If the mage has Mastery 2 in the spell, the Botch Range for casting under stress reduces from 1 to none or from 1-3 to 1.

Finally, a mage does not suffer Disadvantage when casting a mastered spell in medium or heavy armor.

You can take this ability more than once; each new time, you choose a different spell or increase your level of a mastery you already have.

Optional Restriction

Minor Flaw (Minor)

The character takes a minor flaw from the Hermetic or Supernatural categories in Ars Magica, with DM approval.

Major Flaw (Major)

The character takes a major flaw from the Hermetic or Supernatural categories in Ars Magica, with DM approval.

For example, we're creating Jean de Arc, an intrepid Waterdhavian schoolgirl that hears Tyr's voice and responds with faith and devotion. She's human, with the following ability scores: Str 16 (+3), Dex 11 (+0), Con 13 (+1), Int 9 (-1), Wis 15 (+2), Cha 14 (+2)

She knows the Common tongue.

For her background we'll choose Acolyte. Jean was dedicated to the temple of Tyr at a young age because her family was too poor to feed her. She gains proficiency in Insight and Religion. She also learns two more languages, Celestial and Primordial. Her background feature is Shelter of the Faithful, which gives her a place to stay at temples of Tyr.

Jean is a Lesser Mage. She learns how to use Light and Medium Armor, but she needs one hand for gestures so shields are out. She's trained in all kinds of weapons, though, and she's proficient in Strength and Wisdom saves. Her skills will be Arcana, Athletics, and Survival.

Now for Jean's Arts. We're making her a Paladin-type, so she needs the Corpus Form to affect humanoid bodies. We'll give her Creo for healing and Perdo for smiting. That means Jean is proficient in Corpus I, Creo I, and Perdo I.

Jean's sigil will be a holy halo of light that shines around her, especially above her head, when she casts spells. It's warm like sunlight and difficult to miss, but it doesn't last long enough to provide lighting for a useful duration.

As a Lesser Mage, Jean gets 2 cantrips, which we'll pick from the Cleric spell list. With her Sigil, we can't help but pick Light as the first cantrip. We'll also pick Thaumaturgy, as it provides useful effects for commanding respect and bolstering morale.

Finally, Jean gets 30 levels of spells in her spell book. Bind Wound (CrCo 10) heals her target enough that they don't have to worry about aggravating an injury. Touch of the Goose Feather (PeCo 5) forces the target to let out a loud sneeze, a great distraction or alarm for many circumstances. The Wound that Weeps (PeCo 15) inflicts a Light Wound on the target, inflicting 25% of his total Hit Points.

Jean sticks with Studded Leather armor so she doesn't suffer Disadvantage on her spells, at least until she masters a few. She can take her pick from the Martial Weapons, though, so Jean chooses a longsword as her primary weapon.

Let's make another Lesser Mage. This one will be Lars the Leonine, a fancy tiefling bard with a flair for the demonic. He gets the following ability scores:

Str 10 (+0), Dex 15 (+2), Con 12 (+1), Int 14 (+2), Wis 8 (-1), Cha 16 (+3)

For his race, Lars gains Darkvision 60', Hellish Resistance to fire damage, and the Thaumaturgy cantrip. He knows the Common tongue and Infernal.

Entertainer would seem a natural choice for a bard, but let's go with Sage. We'll swap out one of his Languages for a Tool Proficiency. He learns Arcana and History, and the language he picks up is Draconic. For his Tool Proficiency, let's choose Lyre. Lars travels around with a mini-harp. For his specialty, we choose Researcher: Lars worked for an old mage as a research assistant, and he often got distracted. He was so good at fabricating evidence that his master never knew the difference. That also gives Lars the feature Researcher, perfect for a troubadour. As a Lesser Mage, Lars is trained in Light Armor and Medium Armor. He's proficient in Simple and Martial weapons, and he takes Dexterity and Intelligence for his save proficiencies. For his skills, we choose Investigation, Sleight of Hand, and Stealth.

Lars gets proficiency in three separate Arts at Magnitude I. We want Lars to deal more with senses and perceptions, so let's choose Imaginem and Mentem. That will let him deal with the way all kinds of things are perceived and the way people think or remember. The Technique is a toss-up between Muto and Rego, but Muto Imaginem seems more useful than Rego Imaginem, so we'll go with Muto. Lars knows Imaginem I, Mentem I, and Muto I.

Since Lars is a bardic spell caster, we'll take a Flaw from *Ars Magica* for him: *Necessary Condition*, a major Hermetic flaw requiring a specific action to cast a spell: in his case, playing music or singing. This grants Lars either a major virtue or two minor virtues in exchange. We'll choose *Subtle Magic*, a minor Hermetic virtue that exempts Lars from using gestures (or somatic components) since he'll be busy playing the harp. Also *Venus' Blessing*, another minor virtue which grants a bonus to social checks with sexually compatible characters in appropriate situations. We should rename it to *Sune's Blessing*, and a +2 bonus feels more d20-ish than +3. The dashing tiefling's Sigil will be *Morning Glories*. Sometimes petals blow into the air around him, sometimes it's just the scent that lingers.

Like Jean, Lars gets 2 cantrips. He already knows *Thaumaturgy* because of his racial feature; we'll pick the other two from the Bard spell list. *Mage Hand* seems like a must-have for our mischievous friend. Besides that, *Vicious Mockery*. A Charisma-based attack spell seems great. Lastly, Lars gets 30 levels of spells. Lars needs *Taste of the Spices and Herbs*, a Level 5 *Muto Imaginem* (Mulm 5) spell that makes food and drink taste however you like. *Notes of a Delightful Sound* also seems appropriate, a Level 10 *Muto Imaginem* (Mulm 10) spell that makes sounds, especially musical sounds, in a room clearer and more pleasant. The Level 4 *Muto Mentem* spell, *Recollection of Memories Never Quite Lived* (MuMe 4), changes a single detail in a memory until the sun rises or sets. That could be useful. We have 11 levels of spells left and the next *Muto Mentem* spell in the book is Level 30, so let's make our own. At Level 3, a *Muto Mentem* spell can make a major change to a person's emotion. That sounds perfect. We'll increase the range to Eye contact for 1 shift and the duration to Diameter, about 2 minutes or the length of a short song, for another shift. Level 3 + 2 shifts is Level 5, which is perfect. Let's call the spell '*Pathos' Portent*;' (MuMe 5) for one person with whom the mage establishes eye contact, this spell causes a deep grief to well up for about 2 minutes. Another useful spell might remove supernatural fear from a target. Since the fear it targets isn't natural, we won't have to sustain the effect—it'll just counter existing magic. It sounds like a complete change to the target's emotions, which has a Base Level of 4. The Duration will stay Momentary, and we'll make its Range Touch with a single shift; that raises the Level from 4 to 5. This spell is '*Scourge of Phantom Fears*': it removes unnatural fear effects from a target the caster touches, whether caused by spells or supernatural auras. It has no effect on natural fear, however.

General Character Creation Notes

Starting Hit Points

Everybody's starting hit points are equal to hir Constitution plus what ze rolls on the first hit die. This is in place of the character's CON bonus, and it only applies at 1st level.

Dwarves and Gnomes

Dwarves and Gnomes have Magic Resistance 0, and can take increased Magic Resistance as a Racial Feat for MR 5. The ability cannot be stacked.

Cantrips

Mages can learn cantrips from any class, with DM approval; however, it's best if the cantrip follows the mage's theme. For a mage learned in Animal and Herbam, for example, Druid cantrips might be best; while a mage skilled in Auram and Ignem might be better suited with cantrips from the Wizard or Sorcerer spell lists.

Required Components

Ignore component requirements for cantrips. Instead, like *Ars Magica* spells, they require gestures and incantations.

Fatigue

5E has a robust exhaustion dynamic. When a spell causes fatigue, it translates to levels of exhaustion instead.

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Levels of Fatigue

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description. A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks. An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

Warping

All characters in this setting have an extra statistic, *Warping*, although most characters never rise above 0 in it. Exposure to strong long-term magic or powerful momentary effects can give the subject 1 *Warping Point (warp)*, which can add up over time. For most long-term effects, a character may gain 1 warp in a year.

The overall effect this has on a character is expressed by hir *Warping Score*, which increases when the character gains warp equal to its next level x 5. When a mundane creature accumulates 5 warp, the points reset and hir *Warping Score* increases to 1. For the next level, ze has to amass 10 warp; after that, it takes 15 warp for hir *Warping Score* to increase. By and large, most commoners never reach *Warping 1*.

If a character's *Warping Score* does reach 1 (*5 warp*), ze starts to feel its effects: ze gains a Minor Flaw related to the source of the warping. At a *Warping Score* of 3 (*which usually takes 30 years or more*), the character gains a second flaw. If the character reaches a *Warping Score* of 5, ze gains a Minor Virtue related to the magic and stops gaining *Warping Points* from the same magical source.

Wizard's Twilight

For Hermetic wizards, *Warping* has an additional effect: *Wizard's Twilight*. When a mage gains 2 or more warp from botching a single spell, ze has to make a Wisdom save to resist entering *Twilight*. The mage gets a bonus to hir save equal to hir *Magnitude* in the *Vim Form*. The DC for saving against *Wizard's Twilight* is:

10 + *Warping Score* + number of *Warping Points* gained + Proficiency for *Enigmatic Wisdom* (*if the character possesses it*) + the rating of the local magic aura

Note that the character's proficiency bonus is added if ze is proficient in the Mystery of Enigmatic Wisdom, making it harder to resist Twilight.

- If the roll results in a natural 1, the mage enters *Wizard's Twilight* and cannot comprehend the experience.
- If the roll fails, the mage enters *Wizard's Twilight*.
- If the roll succeeds, the mage spends two minutes (one *Diameter*) brining hir magic under control, but there are no other effects.

Comprehending Twilight

What a mage undergoes during *Twilight* is strange and fantastic, with unique visions and mysterious events. If ze assimilates the vision and understands it, the experience is positive. If ze flails and fails to comprehend it, the experience is jarring and unsettling.

Comprehending *Twilight* is an ability check:

Twilight Duration

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

d20 + INT modifier + Proficiency for Enigmatic Wisdom (*if the character possesses it*)
vs. 10 + Warping Score

Note that the character's proficiency bonus is added if ze is proficient in the Mystery of Enigmatic Wisdom, making it easier to gain a good effect from Twilight.

- If the roll results in an unmodified 1, the time the wizard spends in Twilight is increased by one category.
- If the roll fails, the wizard spends time in Twilight based on hir new Warping Score and suffers a bad effect that may include a Mystical Flaw, at high enough severity.
- If the roll succeeds, the wizard reduces the time spent in Twilight by 1 row (*See the Twilight Duration table*) for each point ze succeeded in the check, to a minimum of 2 minutes. If the Twilight is sufficiently severe, the mage may gain a Mystical Virtue from the experience.

In any case, the mage also gains a Twilight Scar from the experience. If the experience was good, the magical effect caused by the scar may be beneficial. If the experience was bad, it will be annoying.

Note that, once a Hermetic wizard's Warping Score gets high enough, it becomes difficult for hir to resist slipping into Final Twilight, from whence there can be no return.

Classes and Virtues

Different magic-using classes in D&D have different requirements for using their magic. It's possible to simulate these requirements with the following combinations of optional virtues and flaws.

Bardic Magic

Use *Major Flaw: Necessary Condition*, with the requirement that the bard play or sing music in order to cast spells. You cannot cast spells at all unless you play or sing.

Use *Major Virtue: Subtle Magic*, so the bard has hir hands free of gestures to play hir instrument. You suffer no penalties when you cannot use gestures.

Cleric Magic

Use *Major Flaw: Pious* to represent the cleric's devotion to hir deity. You always act in accordance with the precepts of your religion.

Use *Major Virtue: Major Magical Focus* to represent the cleric's domain. When you cast related spells, add your rank in the lowest involved Art twice.

This is often accompanied with the *Minor Virtue: Sense Holiness and Unholiness* to represent the character's ability to sense divine auras.

Druidic Magic

Use *Minor Flaw: Deleterious Circumstances*, with the restriction that your magic is weakened inside a city. In such environments, your Art ranks are halved.

Use *Major Virtue: Ways of the (Land)*, with your preferred type of environment. You get a +2 bonus to all rolls, including spellcasting and combat, that directly involve that area and its inhabitants: mundane, magical, and faerie. In addition, any botch ranges for such spells are reduced by 1. You are not normally molested by animals of the terrain, and though particularly vicious creatures may still attack you, at least they'll accord you proper respect.

You can take this Virtue again to gain mastery over additional environments.

This is often accompanied with the *Major Virtue: Shapeshifter*, which gives you the ability to change into mundane animals.

Paladin Magic

Take *Minor Flaw: Difficult Spontaneous Magic*. You can use formulaic spells without restriction, but it's taxing for you to attempt Spontaneous Magic.

Also take *Minor Flaw: Dutybound*. You adhere to a restrictive code of conduct that forbids certain behavior.

Take *Greater Purifying Touch*. Choose one deadly disease. By expending a Fatigue level and touching a subject suffering from the malady, you can instantly heal the affliction. It does not work on injury, however.

This is often accompanied with the *Minor Virtue: Sense Holiness and Unholiness* to represent the character's ability to sense divine auras.

Ranger Magic

Take *Minor Flaw: Creative Block*. Your training does not include creative pursuits such as inventing spells or making magic items, and you suffer -3 to all checks to do so.

Take *Minor Virtue: Method Caster*, to reflect the precise training and ritual that goes into the spells you learn. You gain a +3 bonus to cast any Formulaic spell.

Sorcerous Magic

Choose two of the following flaws:

Take *Minor Flaw: Loose Magic* to represent the intuitive nature of your magic. Learning spells is twice as difficult as it is for other mages.

Also take *Minor Flaw: Weird Magic*. Your botch range for casting spells is permanently increased by 1; but if you botch with a natural 1, the botch result is strange or bizarre rather than dangerous.

Finally, take *Minor Flaw: Disjointed Magic*. You do not benefit from learning a spell similar to one you already know.

Take *Major Virtue: Flexible Formulaic Magic* to simulate the natural malleability of your formulaic spells. Increase the Magnitude of the formulaic spell by 1 to shift its Range, Duration, or Target by one level in either direction. You cannot use this ability on ritual spells.

Warlock Magic

Take *Major Flaw: Favors* to represent your allegiance to your patron.

Take *Major Virtue: Mythic Blood*. You have exceptional magical stamina, and you gain a magical feat you can use at will. You do not gain the free *Minor Magical Focus* from this virtue, but you can gain one or more additional magical feats by taking further *Minor Virtues*.

This is often accompanied with the *Minor Flaw: Prohibition* to represent geasa imposed on you by your patron.

Wizard Magic

A Wizard can begin play with a Familiar at no extra cost.

Familiars

A mage can bond an animal to himself with magical connections, empowering the animal and himself.

Familiar Benefits

When a mage gains a Familiar, ze can choose one level in one of the following benefits. Thereafter, the mage can spend a Minor Feature to improve a benefit by one level.

The Golden Cord

This benefit improves your control over spells, helping you to avoid magical errors.

- *Lesser*: Reduce the Botch range for any spell you cast by 1, to a minimum of 1.
- *Greater*: Reduce the Botch range by 3, to a minimum of 1.
- *Mastery*: Reduce the Botch range by 5, to a minimum of 1.

The Silver Cord

This benefit enhances your mental fortitude and your connection to other people.

- *Lesser*: Gain a +2 bonus to resist mental influence, either through magic, intimidation, or subterfuge.
- *Greater*: In addition to resisting influence, you also add the bonus to all social checks.
- *Mastery*: If your mind is overcome by another force, your familiar has the ability to free you. This also gives you Advantage on all saves to resist mental influence.

The Bronze Cord

This benefit uses magic to enhance your body's natural resilience and healing abilities.

- *Lesser*: Gain a +1 bonus per die whenever you use Hit Dice to restore HP, and also to saves to resist damage or deprivation.
- *Greater*: The bonus increases to +3.
- *Mastery*: The bonus increases to +5.

Familiar Powers

The mage adds a supernatural ability to hir familiar. See p.105 in *Ars Magica, Fifth Edition*, for details.

Skill Notes

Ritual Caster feat: Artes Liberales

Instead of the listed purpose of the 5E Feat *Ritual Caster*, the feat allows you to use hir Arts to read and cast rituals. If the character is not proficient in the necessary Arts, ze can read and understand rituals but has no ability to cast them.

Arcana: Magic Theory

Magi use this skill when performing laboratory work: studying and creating spells, crafting elixirs and magic items, and otherwise developing their mastery over magic in non-spellcasting avenues. For non-spellcasters, this skill gives them skill to support magi in laboratory work.

Ancient Languages

The Language proficiency lets a character learn ancient languages, just as any other language. For magi, this helps them immensely when recording or learning magical spells and primers. For mundane characters, this allows them to read and write the same texts.

Additional Feats

Magical Training

The character has spent extensive time studying magical forms and techniques. Ze gains proficiency in 3 Arts at Magnitude 1. Don't forget to take at least one Form and one Technique!

Ze also learns 6 magnitude levels in Spells for any Arts ze can use. Ze gains Magic Resistance of 0, if ze doesn't have it already, and ze can cast and use magic.

Magical Development

Requires: Magical Training

The character makes an effort to train hir magical knowledge. Ze gains 1 magnitude in additional Arts and 4 magnitude levels in Spells for Arts ze can use.

Magical Virtue

The character gains a minor virtue from the Hermetic or Supernatural categories in Ars Magica, with DM approval.

Ritual Caster

If the character is a spell caster, ze can read and cast rituals using hir Arts. Otherwise, the character reads and understands rituals and can assist in their preparation and execution, but cannot cast them.

Rules for Magic

Spellcasting Checks

Casting a spell is relatively straightforward and requires a minimal amount of math. Note that various modifiers may apply to the casting check; these are optional but recommended.

Every spell has a base level determined from at least two Arts: one Form, one Technique, and any other requisite Forms.

$$\text{Spell Base Level} = \text{Spell Form} + \text{Spell Technique}$$

The spell's final level may be adjusted by its parameters. A spell gains 1 Level per Parameter Shift up to Level 5. At Level 5 and above, a spell gains 1 Magnitude per Parameter Shift. For example, *Disguise of the New Visage* is *Muto Corpus* spell with a Base Level of 3. Its Range parameter is Touch, 1 shift above Personal, and its Duration parameter is Sun, 2 shifts above Momentary. Its Target parameter is Part, 1 shift above Individual. Thus, a Base Level of 3, with 4 shifts. The first 2 shifts bring the spell's level from 3 to 5. The other 2 shifts take the spell's level from 5 to 15, making the Final Level 15.

$$\text{Spell Final Level} = \text{Base Level} + \text{Shifts from Parameters}$$

Note that a formulaic or spontaneous spell cannot have a Final Level higher than Magnitude 10 (*Level 50*). Only Rituals may have a higher level.

For purposes of spellcasting, consider the spell's Magnitude:

$$\text{Magnitude} = \text{Spell Level} / 5, \\ \text{rounded up}$$

The mage's Caster Level equals hir level in the appropriate Form plus hir level in the selected Technique. If ze has Spell Mastery in the spell ze is casting, that applies, as well.

$$\text{Caster Level} = \text{Form} + \text{Technique} + \text{Spell Mastery}$$

If ze is proficient in both the Form and Technique relevant to the spell, the mage can attempt to cast it, even if its Magnitude is above hir Caster Level.

If ze is proficient in both the spell's base Arts but not in a requisite Art, the mage cannot cast it.

If ze is proficient in the spell's Form but not its Technique, the mage cannot cast it.

If ze is proficient in the spell's Technique but not its Form, the mage can cast the spell only if its Magnitude is not greater than hir Technique Level.

Taste of the Dulled Tongue is a Level 5 *Perdo Imaginem* spell: Magnitude 1. If a mage has Perdo 1 and Imaginem 1, ze can cast the spell. If the mage has Imaginem 1 but not Perdo, ze cannot cast it. If the mage has Perdo 1 but not Imaginem, ze can cast it as normal. If the spell is Level 10 (Magnitude 2) instead, a mage with Perdo 1 but not Imaginem cannot cast it because its level is above hir Caster Level. If the mage does not have Imaginem, ze must have at least Perdo 2 to be able to cast the spell.

Casting Check

A spellcasting check relies upon the character's Spellcasting proficiency, as such:

Casting Check = d20 + Proficiency Bonus + INT / WIS
vs Casting DC

If the caster is wearing Medium or Heavy armor, ze makes hir casting check with Disadvantage.
If the caster has the *Medium Armor Mastery* feat, ze does not suffer Disadvantage while wearing medium armor.

If the caster has the *Subtle Gestures* Virtue, ze does not suffer Disadvantage while wearing medium armor unless ze tries to use Exaggerated Gestures.

If the spell's Magnitude is above the mage's Caster Level, ze makes hir casting check with Disadvantage unless ze casts the spell as a ritual.

The caster applies the following *optional* modifiers to this check based on hir circumstances:

If the caster speaks hir incantations in a loud voice that draws attention, ze may add a bonus of +1 to the check.

If the caster makes exaggerated gestures that are easily spotted, ze may add a bonus of +1 to the check.

If the caster must speak quietly during spellcasting to avoid notice, ze suffers -3 to the check.
If ze cannot speak at all, the penalty increases to -5.

Casting Check Modifiers

Condition	Modifier
Caster wearing medium or heavy armor	Disadvantage
Spell Magnitude above caster's Magnitude*	Disadvantage
Casting Time	
Fast Casting	-5
Incantations	
Loud incantations	+1
Quiet incantations	-3
No incantations	-5
Gestures	
Exaggerated Gestures	+1
Subtle Gestures	-1
No Gestures	-3
Raw Vis	
Per pawn spent (max = magnitude in Art)	+1
Spell Mastery	
Per level of mastery in the spell being cast	+1
*Except with Rituals	

If the caster must make subtle gestures while spellcasting to avoid notice, ze suffers -1 to the check. If ze cannot gesture at all, the penalty increases to -3.

A mage can expend raw vis matched to the spell's Technique or Form for a bonus to the check: +1 per pawn of vis. The maximum amount of vis a mage can use equals hir Magnitude in the matched Form or Technique.

If a mage has mastered the spell ze is casting, ze adds hir mastery ability as a bonus to the casting check.

What happens is based on whether the result beats the DC:

- If the unmodified roll for a spell cast under stress falls within the spell's Botch Range, the spell botches and the caster gains Warping Points. See below.
- If the check is below the Casting DC by more than 5, the casting fails.
- If the check is below the Casting DC by 5 or less, the casting fails; however, the caster can choose to suffer a level of fatigue and have the spell go off successfully. If so, the Penetration Total will be negative. The spell will fail against any target with Magic Resistance.
- If the check is above or equal to the Casting DC, it generates a Penetration Total and invokes the formulaic or spontaneous spell or ritual successfully.

The Ability Bonus uses INT or WIS, whichever is higher.

Let's assume Tisealee is casting her formulaic spell Pilum of Fire (20 Crlg), a Level 20 Creo Ignem attack spell that shoots fire at an enemy. Her total Spellcasting bonus is +5 and she only has 1 Botch Die for this casting. That means she only botches on a natural roll of 1. This is a Magnitude 4 formulaic spell, so its casting DC is 14. She rolls 21 for an excellent success.

Casting DC

The Casting DC for the check depends on the type of spell and the Arts required to cast it.

For a Formulaic Spell, the DC is:

$$\text{Formulaic Spell DC} = 10 + \text{Spell Magnitude}$$

For a Spontaneous Spell, the DC is:

$$\text{Spontaneous Spell DC} = 10 + (2 \times \text{Spell Magnitude})$$

The spell's magnitude, of course, equals its (Form + Technique) / 5, rounded up.

This is the base casting DC; the DM can choose to apply bonuses or penalties, based on the circumstances of casting.

Botches

If the mage is casting a spell under casual conditions, it's not usually subject to botches.

Any time the mage casts a ritual, or if ze casts a spell in a stressful situation (*like combat*), the casting check has a potential to Botch.

Most casting checks botch if the casting check die comes up a natural 1. If the mage used vis to cast the spell, as in a ritual, increase the Botch Range by 1 for every 2 pawns of vis (*round up*). For a ritual that uses 4 pawns of vis, for example, the Botch Range is 1-3. For a formulaic spell on which the caster spends 1 pawn, the Botch Range is 1-2.

On a botch, the caster gains a number of Warping Points equal to the (*unmodified*) roll. The casting total is 0 and the spell goes off; however, its effect is not what the caster intended and is often detrimental. If a mage gains two or more Warping Points from a single botch, ze may enter Wizard's Twilight. (See *Ars Magica 5th Edition* p. 87-88 for more information.)

Penetration Total

There is one other consideration when facing magical beasts or fellow spellcasters in combat: overcoming the target's Magic Resistance.

$$\text{Penetration Total} = \text{Result} + \text{Penetration Bonus} - \text{Casting DC}$$

The Penetration Total for a successful spell equals the result minus the DC. If the caster has a Penetration Bonus, it's added to the total. Note that this can be a negative number.

Most creatures and objects do not have Magic Resistance; for them, the spell simply succeeds or fails and takes its effect accordingly. For creatures that possess an innate resistance to magical effects, though, the spell's Penetration Total is compared to the target's Magic Resistance. If the spell's Penetration Total is greater than the target's Magic Resistance, the spell takes full effect on the target. If the Magic Resistance is greater, the casting succeeds but the spell completely fails to take effect on the target.

Tisealee made 21 on her casting total and she has a Penetration bonus of +1. Since the DC was 14, that makes her Penetration Total 8. Her target is an enemy spellcaster with Ignem 3 and an effective Parma Magica of 1, so her Magic Resistance is 4. Tisealee beat her foe's MR. That means her spell takes full effect. The target can still make a Saving Throw vs. Spell for half damage, but the spell is going to hurt, one way or another. Burn, baby, burn!

When a caster uses an Arcane Connection, it provides a multiplier bonus to the spell's Penetration Total based on the strength of the connection, making the spell much more likely to effect a target with high Magic Resistance. In addition, the mage can use Sympathetic Connections to increase the multiplier further.

Casting Time

A Formulaic Spell has a casting time of 1 action.

With Fast Casting, you can cast a Formulaic Spell with a Bonus Action or Reaction; however, this applies -5 to the casting check.

Normally, a Spontaneous Spell has a Casting Time of 2 Actions. (*i.e., it goes off on the caster's second turn after casting.*) The spell is subject to interruption and requires a Wisdom save for concentration from the mage if anything distracts hir while casting.

With Fast Casting, you can cast a Spontaneous Spell in a single action; however, this applies -5 to the casting check.

A Ritual Spell has a casting time of 15 minutes *per level of Magnitude* and costs one pawn of vis per Magnitude.

Spell Resolution Notes

Spell Save DC

The DC to save against a magus' spell is based on the caster's Form level and INT or WIS modifier:

Spell Save DC = 8 + Caster's Magnitude in the Form + Caster's INT / WIS (whichever is higher)

Dealing Damage

When a spell deals damage, it does 2d6 per +5 damage in the effect. If a spell only deals 1d of damage, the DM may rule that it deals 1d8 or 1d10 instead of 1d6, as appropriate.

If the spell already deals damage, you can increase the damage by 2d6 for each level of magnitude you add to the spell's effect, as if it were a parameter.

Healing Damage

When a spell heals damage, it heals a percentage of the target's total HP based on the wound level the spell heals.

Wounds Healed / Inflicted

Wound Level	% Target's HP Healed / Inflicted
Light	25%
Medium	50%
Heavy	75%
Incapacitating	90%
All Wounds / Fatal	100%

Temporary Healing

Spontaneous and Formulaic spells from *Ars Magica* only grant temporary healing of wounds; it takes a Ritual spell to perform permanent healing.

In this system, we reflect that with Temporary Hit Points. Non-ritual spells that heal hit points grant Temporary HP instead of increasing the subject's Current HP. As normal, when the spell ends, the Temporary HP go away. For this system, though, we change the rules for Temporary Hit Points in two ways.

Temporary Hit Points:

- **Cannot exceed normal maximum HP.** When a spell grants temporary HP, it cannot raise the subject's current HP above his maximum. Any temporary points that would put his current total above his maximum are lost. If the subject receives permanent healing while under the effects of a temporary healing spell, his temporary HP are reduced to keep the current HP at or below his maximum.
- **Count as healing for stabilization purposes.** If the subject is at 0 HP when a temporary healing spell takes effect, treat the Temporary Hit Points as magical healing for the duration of the spell for all purposes. If the spell ends before the character loses his Temporary HP, if his current HP is still zero, he falls unconscious but does not begin dying. If the character

loses all his Temporary HP before the spell ends, the character begins dying as normal. Ze is not penalized for having been at zero HP before the spell.

Inflicting Wounds

When a spell inflicts a wound directly, it inflicts a percentage of the target's total HP based on the wound level the spell inflicts. See *Wounds Healed / Inflicted*, above.

Modifiers

When a spell grants a bonus or imposes a penalty, the modifier is generally the same as that specified by the spell. If the DM rules the modifier needs adjusting, ze makes the final determination.

If the spell already applies a modifier, you can increase it by +/-1 for each level of magnitude you add to the spell's effect, as if it were a parameter.

Recovery

When a spell grants a bonus to Recovery rolls, it adds to any hit dice the character spends to recover hit points during the next Short Rest. If the character takes a Long Rest first, ze regains all hit points and hit dice as usual but loses the bonus.

Saving Throw Bonuses for Forms

Each form grants a bonus to saving throws equal to its magnitude:

Animal	To save vs Animal venoms.
Aquam	To save vs water, ice, and drowning.
Auram	To save vs lightning and suffocation.
Corpus	To save vs disease.
Herbam	To save vs herbal poisons.
Ignem	To save vs fire, heat, and cold.
Imaginem	To save vs illusion and bright or flashing lights
Mentem	To save vs influence or mind control
Terram	To save vs mineral poisons
Vim	To all magic saves and to resist Wizard's Twilight

Form bonuses cannot stack; if more than one bonus applies, use the best.

Mysteries

Bjornaer: The Heartbeast

Initiates of the Bjornaer outer mystery gain the Feature Heartbeast. This ability cannot be gained by any character that has not been initiated into that mystery.

Heartbeast [Mystery: House Bjornaer]

This feature allows the mage to take the form of a single mundane living animal, bird, or plant, chosen when the mage gains the ability. Ze can only change into one type of animal. That form cannot be changed, even by magic, and remaining in that form does not count as being under an active mystical effect, any more than being human does. While in animal form, the character is affected by Animal spells, not Corpus or Mentem spells; however, spells already cast on the character remain in effect.

Transforming takes a a bonus action and only a moment, but none of the character's possessions are transformed with hir. While in this form, the mage can still cast spells but cannot speak nor make the appropriate gestures. They suffer the appropriate penalties.

Criamon: The Enigma

Characters initiated into the outer mystery of House Criamon find themselves falling to Wizard's Twilight more often, but they also find it easier to comprehend.

Enigmatic Wisdom [Mystery: House Criamon]

A far-reaching perception of strange and baffling phenomena that helps you understand their nature, though you may seem peculiar or even ludicrous to the uninitiated. Your score in this Knowledge helps interpret dreams and riddles, and to understand phantasms and arcane or mysterious situations. Thanks to this Ability, Criamon magi go into Wizard's Twilight more often, but survive it better than most.

Merinita: Faerie Magic

Only characters touched by the Fae may be initiated into this mystery. Furthermore, the magic of characters with this ability counts as fae power for all purposes, so anyone that gains a Warping Point from one of their spells is eligible for induction.

Faerie Magic [Mystery: House Merinita]

Characters with this ability gain access to additional Ranges, Durations, and Targets.

- **Road.** (*Range, same level as Voice.*) The mage can target anyone on the same road or path as hirself. Ze need not be able to see her target, but ze must be able to sense it somehow, unless the spell is an *Intellego* effect intended to find out if something is there. People are only on a road if they are actually between the edges of the path, at least partially. Buildings are on a road if the primary access to the building is from that road. Plants and small objects must be between the edges of the path.
- **Bargain.** (*Duration, special.*) A spell with Bargain duration can only be cast on someone who has just made a bargain or agreement with the mage. The Penetration total is doubled, and if the spell penetrates the target's magic resistance, nothing happens unless the target breaks the bargain. If he does, the spell takes effect automatically. Bargain spells have a second duration which determines how long the spell lasts after it takes effect. To calculate a Bargain spell's Level, figure the level of the spell that takes effect when the bargain is broken, and add three magnitudes. The spell can only enforce a bargain for a maximum of a Year.
- **Fire.** (*Duration, same level as Moon.*) Spells with this Duration must be *Ignem* or *Imaginem* spells targeted on fires and last until said fire goes out, even if the fire is maintained.
- **Until (Condition).** (*Duration, same level as Year and requires a ritual spell.*) The spell lasts until the condition, which is determined at the time of casting, is met. It cannot normally be dispelled by magic, but it ends if the caster or the target dies or if the caster succumbs to Twilight, even temporarily.
- **Year +1.** (*Duration, same level as Year and requires a ritual spell.*) The spell lasts until sunset on the day after a year has passed. It's determined by actual time, rather than the passage of the seasons.
- **Bloodline.** (*Targets, same level as Structure.*) The spell targets everyone already born or born within the Duration of the spell that is descended by blood from the target. Only the target

needs to be within the spell's range, but all parties feel the effect immediately. As usual for spells with multiple targets, each target applies Magic Resistance separately.

Verditius: Verditius Magic

Characters initiated into Verditius Magic can incorporate craft abilities into their magic.

Verditius Magic [Mystery: House Verditius]

When the character creates an enchanted item from raw materials using tools with which ze is proficient, ze can add hir Proficiency Bonus twice: once for the tool proficiency and again for the magic proficiency.

The character can also forge items from raw materials without any craft proficiencies, although it's uncommon to do so. Finally, ze can craft items that would be impossible to make by mundane means, like setting a gem inside a piece without any seams or openings. However, the piece must be able to sustain its own weight without magic.

However, this ability comes at a cost. Verditius mages cannot cast Formulaic spells without casting tools. They make these themselves, in a form that appeals to them, and it only takes an hour or so to make a new one. However, if they lose or cannot reach their tools, they cannot cast their Formulaic spells. Spontaneous spells do not require casting tools.

A Grimoire of Magic

Following are example spells created using this ruleset and *Ars Magica, 5th edition*.

Creo Aquam

Cone of Cold

(CrAq 7; Base Lv: 20, R: Touch (+1), D: Mom, T: Group (+2); Constitution save for half damage)

Casting Check: CrAq vs Base DC 17

A geyser of freezing water erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d6 cold damage on a failed save, or half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

Slippery Object

(CrAq 1; Base Lv: 3, R: Voice (+2), D: Mom, T: Ind; Dexterity save resists)

Casting Check: CrAq vs Base DC 11

Target object oozes a slippery liquid, making it difficult to grasp or hold.

Anyone trying to hold onto the target item must make a Dexterity save at the start of each turn, or the item slips out of his grasp.

Wall of Ice

(CrAq 4; Base Lv: 4, R: Touch (+1), D: Sun (+2), T: Ind x10 (+1))

Casting Check: CrAq vs Base DC 14

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 5-foot-cube blocks *(or 10 10-foot-square blocks that are 1 foot deep)*. Each segment must be contiguous with another piece.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 5-foot section *(or 10x10x1-foot section)*, and it is vulnerable to fire damage. Reducing a section of wall to 0 hit points destroys it.

Creo Auram

Lightning Bolt

(CrAu 7, Base Lv: 5 (+4), R: Voice (+2), D: Mom, T: Ind; Dexterity Save for half damage)

Casting Check: CrAu vs Base DC 17

A lightning bolt shoots forth from your outstretched hand in the direction you are pointing, doing 12d6 damage to a single target it hits. There must be nothing between you and the target. The target may make a Dexterity save for half damage.

Talos' Shocking Gaze

(CrAu 2, Base Lv: 5, R: Eye (+1), D: Mom, T: Ind; Dex / Con Save; Must be outdoors)

Casting Check: CrAu vs Base DC 12

A bolt of lightning comes down from the sky to strike the target with whom the caster locks eyes, dealing **2d8** lightning damage or half on a successful Dexterity save. Anyone within 5' of the target must make a Constitution save or be **deafened**. The target must be underneath the open sky.

Creo Corpus

Aura of Cleansing Cheer

(CrCo 1; Base Lv: 2, R: Per, D: Dia (+1), T: Group (+2)).

Casting Check: CrCo vs Base DC 11

For a small group of the caster's allies huddled close over the next two minutes, anyone that spends Hit Dice to recover HP gains a **+3** bonus to each die.

An alternative version of this spell. **Touch of Cleansing Cheer**, (CrCo 1; Base: 3, R: Touch (+1), D: Dia (+1), T: Ind) affects a single target touched by the mage instead of a group.

Borrowed Time

(CrCo 6; Base Lv: 15, R: Per, D: Dia (+1), T: Group (+2))

Casting Check: CrCo vs Base DC 16

Each of up to 8 willing creatures in the caster's presence gains temporary hit points equal to 25% hir maximum Hit Points.

If the spell is cast as a Ritual, the Hit Points granted by the effect are actual healing instead of temporary.

Cure Wounds, Light

(CrCo 4; Base Lv: 15, R: Touch (+1), D: Mom, T: Ind; Ritual)

Casting Check: CrCo vs Base DC 14

A creature you touch regains a number of hit points up to to 25% hir maximum Hit Points.

Cure Wounds, Moderate

(CrCo 5; Base Lv: 20, R: Touch (+1), D: Mom, T: Ind; Ritual)

Casting Check: CrCo vs Base DC 15

As *Cure Light Wounds*, but the target regains up to 50% of hir maximum Hit Points.

Cure Wounds, Serious

(CrCo 6; Base Lv: 25, R: Touch (+1), D: Mom, T: Ind; Ritual)

Casting Check: CrCo vs Base DC 16

As *Cure Light Wounds*, but the target regains up to 75% of hir maximum Hit Points.

Cure Wounds, Critical

(CrCo 7; Base Lv: 30, R: Touch (+1), D: Mom, T: Ind; Ritual)

Casting Check: CrCo vs Base DC 17

As *Cure Light Wounds*, but the target regains up to 90% of hir maximum Hit Points.

Healer's Balm of Beneficence

(CrCo 3, Base Lv: 4, R: Touch (+1), D: Sun (+2), T: Ind)

Casting Check: CrCo vs Base DC 13

Until the next sunrise or sunset, whenever the target spends a Hit Die to recover Hit Points, ze gains a +9 bonus to the restorative effect.

Creo Ignem

Burning Hands

(Crlg 4, Base Lv: 5, R: Touch (+1), D: Mom, T: Group (+2). Dexterity Save for half damage.)

Casting Check: Crlg vs Base DC 15

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one.

Fireball

(Crlg 7, Base Lv: 15, R: Voice (+2), D: Mom, T: Group (+2). Dexterity Save for half damage.)

Casting Check: Crlg vs Base DC 17.

The point you choose within range blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

Creo Imaginem

Color Spray

(Crlm 2; Base Lv: 2; R: Touch (+1), D: Dia (+1), T: Group (+2); Dexterity Save resists.)

Casting Check: Crlm vs Base DC 12

A dazzling array of flashing, colored light springs from your hand. Creatures in a 15-foot cone originating from you must make a Dexterity Save or be blinded until the spell ends.

Minor Illusion

(Crlm 1; Base Lv: 1, R: Touch (+1), D: Dia (+1), T: Ind)

Casting Check: Crlm vs Base DC 11

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

Mirror Image

(Crlm 2; Base Lv: 1 (+2), R: Per, D: Dia (+1), T: Group (+2))

Casting Check: Crlm vs Base DC 12

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Programmed Illusion

(Crlm 3; Base Lv: 1 (+1), R: Touch (+1), D: Sun (+2), T: Ind; Req: Intellego (+1))

Casting Check: Crlm vs Base DC 13

You create a visual and auditory illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. You decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. After it finishes, the illusion can be activated again.

The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase.

Project Image

(Crlm 6; Base Lv: 2 (+2), R: Arc (+4), D: Con (+1), T: Ind; Req: Intellego (+1))

Casting Check: Crlm vs Base DC 16

You create a visual and auditory illusory copy of yourself that lasts for the duration. The copy can appear at any location with which you have an Arcane Connection. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the spell ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again.

Creo Mentem

Catching the Eye

(CrMe 2; Base Lv: 4, R: Voice (+2), D: Mom, T: Ind; Wisdom save resists)

Casting Check: CrMe vs Base DC 12

Caster momentarily attracts the target's attention, sufficiently to make eye contact to follow up with a spell of *Range: Eye*.

You can fast-cast this spell as a bonus action at a -5 penalty to the casting check.

Create Telepathic Network

(CrMe 3; Base Lv: 3, R: Eye (+1), D: Con, T: Group (+2))

Casting Check: CrMe vs Base DC 13

Caster creates a telepathic network with up to 8 willing participants, himself included. While ze maintains concentration, all participants can communicate telepathically with each other.

Intellego Aquam

Water Sentinel

(InAq 3; R: Arcane Connection (+4), D: Mom, T: Ind)

Casting Check: InAq vs Base DC 11

Caster can glimpse the surroundings of any body of water for which you have an arcane connection, (e.g., a vial of water that belonged to the caster). You can create water sentinels by leaving vials of water in areas you wish to scry at a later time, but the Arcane Connection typically fades within a few hours or days.

Intellego Vis

Feel the Magical Power

(InVi 2; Base Lv: 1, R: Per, D: Sun (+2), MS: Touch (+1), T: Ind)

Casting Check: InVi vs Base DC 12

Caster can feel magical auras by touching them.

Muto Animal

Lucent Leather of Lordly Sages

(MuAn 2; Base Lv: 4, R: Touch (+1), D: Dia (+1), T: Ind)

Casting Check: MuAn vs Base DC 12

Increase the defensive quality of one piece of animal-based armor, like leather or silk, by **+2 AC** for about 2 minutes. Leather armor treated with this spell, for example, would grant **AC 13 + Dex**, while Hide armor would grant **AC 14 + Dex**.

Polymorph Beast, Lesser

(MuAn 4; Base Lv 5, R: Eye (+1), D: Sun (+2), T: Ind. Wisdom Save resists.)

Casting Check: MuAn vs Base DC 14

This spell transforms a beast with whom you make eye contact into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect.

The transformation lasts for the duration. The new form can be any animal. The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

Polymorph Beast, Greater

(MuAn 5; Base Lv 10, R: Eye (+1), D: Sun (+2), T: Ind. Req: Corpus. Wisdom Save resists.)

Casting Check: *MuAn* vs Base DC 15

As *Lesser Polymorph*, but the new form can also be that of a humanoid; though it retains its animal mentality and does not gain a soul.

Muto Auram

Magic Missile

(MuAu 4; Base Lv: 10, R: Voice (+2), D: Mom, T: Ind; Req: Rego)

Casting Check: *MuAu* vs Base DC 14. Doubles as attack roll.

You transform the air around you into four glowing darts of magical force. Each dart targets a creature of your choice that you can see within range. Compare the casting check to each target's AC as a ranged spell attack roll. A dart deals 1d6 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

Meteor Strike

(MuAu 10; Base Lv: 30, R: Voice (+2), D: Mom, T: Group (+2); Req: Ignem, Terram. Dexterity Save for half damage.)

Casting Check: *CrAu* vs Base DC 20

A blazing orb of fire plummets to the ground within range. Each creature in a 10-foot-radius of your chosen point must make a Dexterity saving throw. A creature takes 6d6 fire damage and 6d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

Meteor Swarm

(MuAu 15; Base Lv: 35, R: Sight (+3), D: Dia (+1), T: Boundary (+4); Req: Ignem, Terram. Ritual. Dexterity Save for half damage.)

Casting Check: *CrAu* vs Base DC 25

Blazing orbs of fire plummet to the ground within the confines of a boundary the caster can see: a small town, a ward in a larger city, the estate of a castle, for about 2 minutes. If necessary, estimate that one such meteor falls every 1d6 turns for 20 turns.

Each creature in a 10-foot-radius of a random point within the boundary must make a Dexterity saving throw. A creature takes 7d6 fire damage and 7d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

Since this ritual is limited to line of sight, it's common to cast it at the top of a tower or cliff to maximize its range.

Muto Corpus

Polymorph Humanoid, Lesser

(*MuCo 5; Base Lv 10, R: Eye (+1), D: Sun (+2), T: Ind. Req: Animal. Wisdom Save resists.*)

Casting Check: *MuCo* vs Base DC 15

This spell transforms a humanoid with whom you make eye contact into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect.

The transformation lasts for the duration. The new form can be any land animal. The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

Polymorph Humanoid, Greater

(*MuCo 7; Base Lv 20, R: Eye (+1), D: Sun (+2), T: Ind. Req: Animal. Wisdom Save resists.*)

Casting Check: *MuCo* vs Base DC 17

As *Lesser Polymorph*, but the new form can also be that of a bird or fish.

Raptor's Rending Claws

(*MuCo 1; Base Lv: 2, R: Touch (+1), D: Sun (+2), T: Ind*)

Casting Check: *MuCo* vs Base DC 11

The caster grows long, sharp claws in place of his fingers until the next sunrise or sunset. Ze suffers Disadvantage on any manual task that requires fine motor control, but ze deals **1d4+Str** slashing or piercing damage with unarmed attacks.

Track by Scent

(*MuCo (An) 1; Base Lv: 2, R: Per, D: Sun (+2), T: Ind, Requires: Animal (free)*)

Casting Check *MuCo* vs. Base DC 11

For the duration of the spell, caster's sense of smell is as acute as a staghound's.

Unyielding Hide of the Bear

(*MuCo 2; Base Lv: 5, R: Per, D: Dia (+1), T: Ind*)

Casting Check: *MuCo* vs Base DC 12

The caster's skin thickens and toughens, becoming resistant to all kinds of damage. For about 2 minutes, ze reduces all incoming damage except psychic damage by **1**.

Muto Herbam

Magic Staff

(MuHe 2; Base Lv: 3, R: Touch (+1), D: Sun (+2), T: Ind)

Casting Check: MuTe vs Base DC 12

You touch a nonmagical weapon made of wood. Until the spell ends, it becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

Magic Staff, Greater

(MuHe 4; Base Lv: 3 (+2), R: Touch (+1), D: Sun (+2), T: Ind)

Casting Check: MuTe vs Base DC 14

As *Magic Staff*, but the bonus to attack and damage increases to +3.

Magic Staff, Lordly

(MuHe 6; Base Lv: 3 (+4), R: Touch (+1), D: Sun (+2), T: Ind)

Casting Check: MuTe vs Base DC 16

As *Magic Staff*, but the bonus to attack and damage increases to +5.

Victorious Vestments of the Battlemage

(MuHe 2; Base Lv: 3, R: Touch (+1), D: Sun (+2), T: Ind)

Casting Check: MuHe vs Base DC 12

One plant-based piece of clothing you're wearing turns as tough as chain mail until the next sunrise or sunset, giving you a defense equal to AC (**13 + Dex**) if it's just a shirt or AC (**16 + Dex**) if it's a full set of robes. Despite its toughness, the garment remains light as ever, counting as Light Armor. However, the garment also is as vulnerable as ever to fire damage.

Muto Imaginem

Disguise Self

(Mulm 1; Base Lv: 1, R: Per, D: Sun (+2), T: Ind)

Casting Check: Mulm vs Base DC 11

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

Muto Terram

Magic Weapon

(MuTe 4; Base Lv: 5, R: Touch (+1), D: Sun (+2), T: Ind)

Casting Check: MuTe vs Base DC 14

You touch a nonmagical weapon made of metal. Until the spell ends, it becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

Magic Weapon, Greater

(*MuTe* 6; Base Lv: 5 (+2), R: Touch (+1), D: Sun (+2), T: Ind)

Casting Check: *MuTe* vs Base DC 16

As *Magic Weapon*, but the bonus to attack and damage increases to +3.

Magic Weapon, Lordly

(*MuTe* 8; Base Lv: 5 (+4), R: Touch (+1), D: Sun (+2), T: Ind)

Casting Check: *MuTe* vs Base DC 18

As *Magic Weapon*, but the bonus to attack and damage increases to +5.

Perdo Corpus

Eyes that Hurt

(*PeCo* 2; Base Lv: 5, R: Eye (+1), D: Mom, T: Ind; Constitution Save)

Casting Check: *PeCo* vs Base DC 12. Doubles as attack roll.

When casting this spell, make eye contact with the victim and a large wound opens on his body, inflicting 25% of the target's total Hit Points.. The wound is not deep, but it bleeds profusely.

Perdo Imaginem

Invisibility, Lesser

(*Pelm* 3; Base Lv: 4, R: Touch (+1), D: Sun (+2), T: Ind)

Casting Check: *Pelm* vs Base DC 13

The target becomes completely undetectable to normal sight, regardless of what he does, but still casts a shadow.

Invisibility, Greater

(*Pelm* 5; Base Lv: 4, R: Touch (+1), D: Sun (+2), T: Ind; Req: *Creo* (+1), *Ignem* (+1))

Casting Check: *Pelm* vs Base DC 15

As *Lesser Invisibility*, but the subject no longer casts a shadow.

Perdo Mentem

I Was Never Here

(*PeMe* 1; Base Lv: 4, R: Eye (+1), D: Mom, T: Ind, Charisma save resists)

Casting Check: *PeMe* vs Base DC 11

Target forgets meeting the caster. Prior contact between the caster and target must be limited to a brief and relatively insignificant event occurring within the last day, and includes the casting of this spell.

Perdo Vim

Disenchant

(PeVi 1; Base Lv: Gen, R: Touch (+1), D: Mom, T: Ind, Object save resists)

Casting Check: *PeVi* vs Base DC 11

You make a Hermetic magic item lose all its powers permanently unless the object makes a saving throw against this spell. The enchantment is utterly destroyed, as is all of the vis that was used in the magic item. The object left is in all ways a mundane item, but could be invested with enchantments again at a later time.

Unravelling the Fabric of (Form)

(PeVi 2; Base Lv: Gen, R: Voice (+2), D: Mom, T: Ind)

Casting Check: *PeVi* vs Base DC 12. Doubles as caster level check.

Choose one magical effect from the proper Form within range and consider the result of the casting check. The Effect DC equals 10 + the spell's level. If the casting check succeeds against this DC, the target spell ends.

Rego Aquam

Noxious Cloud

(ReAq 7; Base Lv: 15, R: Voice (+2), D: Mom, T: Group (+2); Requires: Creo (free); Constitution save for half damage.)

Casting Check: *ReAq* vs Base DC 17

You conjure a small pool of poison that is quickly vaporized into a 20 ft radius noxious cloud. Anyone caught in the cloud at the beginning of his turn takes 6d6 poison damage; he can make a Constitution save for half damage. The cloud disperses naturally at the beginning of your next turn, or if affected by powerful winds.

Rego Corpus

Animate Dead

(ReCo 5; Base Lv: 10, R: Touch (+1), D: Sun (+2), T: Ind)

Casting Check: *ReCo* vs Base DC 15

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the GM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one).

You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Feather Fall

(ReCo 5; Base Lv: 5, R: Touch (+1), D: Con (+1), T: Group (+2))

Casting Check: *ReCo* vs Base DC **15**

This spell affects the caster and up to five other falling creatures ze is touching. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Feather Fall, Personal

(ReCo 2; Base Lv: 5, R: Self, D: Con (+1), T: Ind)

Casting Check: *ReCo* vs Base DC **12**

As *Feather Fall*, but this version only affects the caster.

Hold Person

(ReCo 4; Base Lv: 5, R: Eye (+1), D: Con (+1), T: Ind; Wisdom Save resists)

Casting Check: *ReCo* vs Base DC **14**

When the target makes eye contact with the caster, ze must make a Wisdom save or be paralyzed for the duration of the spell. The caster must remain motionless while concentrating to maintain eye contact.

Freedom of Movement

(ReCo 2; Base Lv: 5, R: Per, D: Con (+1), T: Ind)

Casting Check: *ReCo* vs Base DC **12**

Allows the caster to move, slowly, in any direction, even if unsupported.

Rego Terram

Clenched Fist

(ReTe 1; Base Lv: 3, R: Voice (+2), D: Mom, R: Ind)

Casting Check: *ReTe* vs Base DC **11**. Doubles as an attack roll.

A hand springs from the earth within range and strikes one creature or object within 5 feet of it. Compare the casting check to the target's AC as a melee spell attack. On a hit, the target takes 2d6 force damage.

Forceful Hand

(ReTe 1; Base Lv: 3, R: Voice (+2), D: Mom, R: Ind; Strength Save resists)

Casting Check: *ReTe* vs Base DC **11**

A hand springs from the earth within range and attempts to push a creature within 5 feet of it in a direction you choose. The target resists with a Strength save. If the target is Medium or smaller, it has disadvantage on the save. If the save fails, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier.

Grasping Hand

(ReTe 2; Base Lv: 3, R: Voice (+2), D: Con (+1), T: Ind. Strength Save resists)

Casting Check: *ReTe* vs Base DC **12**

A hand springs from the earth within range and attempts to grapple a Huge or smaller creature within 5 feet of it. If the target is Medium or smaller, it has disadvantage on the save. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes 2d6 bludgeoning damage.

Interposing Hand

(ReTe 1; Base Lv: 3, R: Touch (+1), D: Con (+1), T: Ind. Strength Save resists)

Casting Check: *ReTe* vs Base DC 11

A hand springs from the earth within range and interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target must make a Strength save to move through the hand's space to get to you. Even if the save succeeds, that space is difficult terrain for the target.

Rego Vim

Magic Circle

(ReVi 2; Base Lv: Gen, R: Touch (+1), D: Ring (+2), T: Circle (+2); Charisma Save resists)

Casting Check: *ReVi* vs Base DC 12

Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead.

All creatures that fail a Charisma saving throw are unable to enter the circle or harm those within it. Also, targets within the cylinder can't be charmed, frightened, or possessed by the creature. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Protection

(ReVi 1; Base Lv: Gen, R: Touch (+1), D: Sun (+2), T: Ind; Charisma Save resists)

Casting Check: *ReVi* vs Base DC 11

Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead.

All creatures that fail a Charisma saving throw are unable to attack or harm the subject. Also, the spell's target can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.