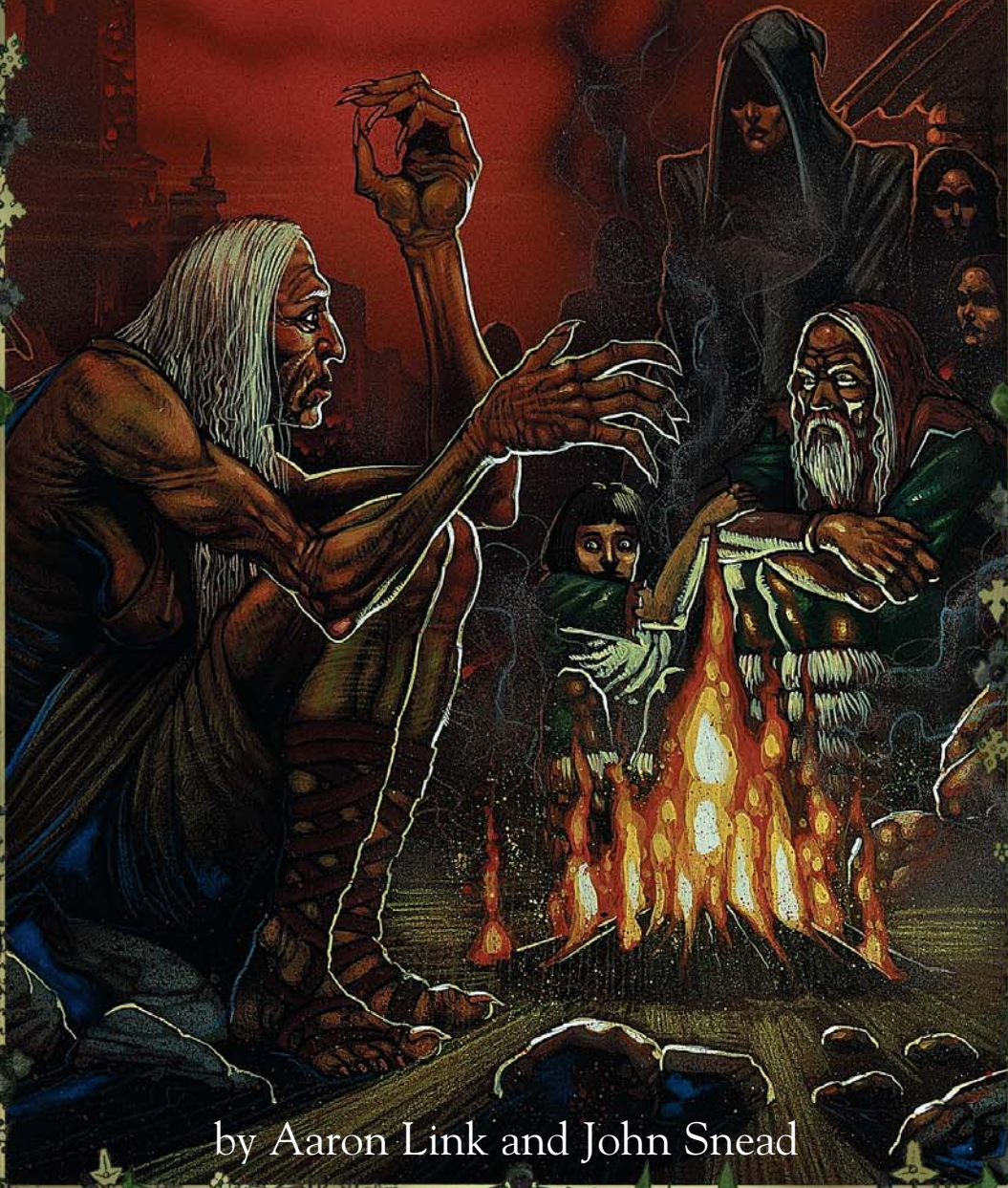


Ars Magica

Hedge Magic™



by Aaron Link and John Snead

Hedge Magic™

for Ars Magica™, Fourth Edition

Aaron Link and John Sneed

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Hedge Magic

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John Snead is a 35 year old anthropologist living in Portland, Oregon. Discovering that a classic liberal arts education with degrees in mathematics, history, and anthropology makes one wholly unqualified for most ordinary forms of employment, John makes his (meager but happy) living as a freelance game writer and designer. John is also a long-time gamer, a practicing Wiccan priest, an amateur photographer, and an avid fan of SF and fantasy literature. John has written for **Ars Magica**, **Nephilim**, **Traveller**, and the upcoming SF RPG **Blue Planet**.

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Chapter 1

Introduction

MANY OF US HAVE HEARD of how the Dominican monk ALBERT of Cologne last winter made it appear to be spring in his garden. Several prominent people of the town confirmed the truth of this tale. There has been talk of Brother ALBERT being a renegade Magus who consorts too freely with mundanes.

I visited Brother ALBERT, and can safely dispel all worries. He is a brilliant young man, well spoken and most gifted in learning. However, he is merely a hedge wizard. To speak honestly, I was quite disappointed. He is quite brilliant, and can do amazing feats considering the extremely limited nature of his magics. If he had the Gift, he would have made a fine addition to the Order.

—Atlanta of House GUERNICUS, from a report to the Rhine Tribunal

Hedge Wizards in Mythic Europe

Mythic Europe is an innately magical place, populated with all manner of magical people and beasts—it is not simply historical Europe with the Order of Hermes grafted on. In addition to faeries, dragons, giants, werewolves, ghosts, and all manner of magical beasts, people can work magic. And not only those of the Order of Hermes. True, by the 13th century the Order has few competitors within the civilized portions of Mythic Europe. Gruagach practice in Scotland, Runemasters dominate the North, and Shamans populate the far corners of the known world, but none of these can claim to be as versatile, as well organized, or as numerous as the Order.

In this era Mythic Europe has a population of around 60 million people. Of these, a very small number, perhaps slightly more than 1000, have what Hermetic magi would call the Gift—that is, the ability to work Hermetic magic. Others also work magic, however. Whether these other magic-users lack a Gift or whether their Gifts are simply weaker than those of Hermetic magi is a matter open to much debate both within the Order and outside it.