

Ars Magica
Rival Magic



by Ferguson, Romer,
Ryan & Shirley

Rival Magic

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Timothy Ferguson works as a librarian on the Gold Coast, in Australia. He lives with a patient wife named Linda, who he dedicates his books to, and two cats named after witches from a musical. His first dragon tree, which inspired his chapter in *Ancient Magic*, was spotted as a fake by his mother. His parents gave him a real one and told him it was called Dracaena cinnabari. When he was researching it he read Marco Polo's statement that the Soqotrans were the most powerful sorcerers in the world, but did not stray from their island. Local folktales also link Soqatra to the herons of Thoth, first mentioned in *Sanctuary of Ice*. He says this was a pleasure to write, but would like to thank the playtesters for going beyond the usual call to fix the mechanics.

Chris Jensen Romer knows little Latin and less Greek, and has had more than his share of trouble with classicists over the years. Despite that he was soon hooked on the epic tale that is *The Aeneid*, and the weirder legends of Virgil current in our period! He'd like to thank everyone who attended Grand Tribunal 2007 and 2008 for the inspiration and support, but dedicates his work on this book to Matt Ryan and Erik Dahl — they know why.

Matt Ryan leads a quiet, pleasant life in Ithaca, a small city in central New York State. During this project, he had the good fortune to meet two of his three co-authors, the line editor, as well as many other *Ars Magica* "dignitaries" in the UK. Recently, his 9-year-old son started playing roleplaying games with the family, and he is regrettably certain that he has cursed his son with a life of polyhedral dice, charts, and hit points.

Mark Shirley is (still) a zoologist working in the North of England. He would like to dedicate his chapter to his ferrets Phyllie and Georgie, who lived and died (and in Phyllie's case, lived and died again) during the course of this book.



Ars Magica players participate in a thriving fan community by subscribing to email discussion lists (like the Berkeley list), compiling archives of game material (such as Project Redcap), maintaining fan-created web sites, and running demos through Atlas Games' Special Ops program. To learn more, visit www.atlas-games.com/ArM5. You can also participate in discussions of *Ars Magica* at the official Atlas Games forums located at forum.atlas-games.com.

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