



Oredits

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Despite living on England's glorious southern coast, Mark Lawford rarely ventures onto the water and considers the geology of the South Downs unsuited to the construction of unfeasibly tall towers. Despite this, he's had a great time trying to think of the kind of effects that just might tempt him to try both. Mark would like to dedicate this book to Erik Dahl, Erik Tyrrell, and the sunny July afternoon spent at The Winchester House.

Richard Love lives on an island peppered with volcanoes and spends far too much time communicating with others through a complex web of intangible tunnels. His partner Paula has a lot of projects for him to work on around their home, which he really should be getting on with.

Matt Ryan lives in the Finger Lakes region of New York State. A significant part of his childhood was (mis)spent reading the EC Comics Creepy and Eerie, and working on his uncle's dairy farm. Both experiences contributed to writing this book. "The Magical Menagerie" was originally Timothy Ferguson's idea, and Mr. Ryan would like to thank Mr. Ferguson for allowing him to write the chapter.



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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Chapter One

Conders of the Hermetic Corld

The magi of the Order of Hermes are among the most powerful practitioners of magic the world has ever seen. They have the power to reshape the land, bind the elements to their will, and hold life and death within their thrall. But while some magi seek to depart from their Hermetic learning by embracing secret mysteries that twist their Gifts, others use Bonisagus' great theory to its full potential and achieve the truly incredible. This book is for those ambitious magi who see the power and wonder in Hermetic magic, as passed from master to apprentice for generations.

This book presents six grand Hermetic projects that magi, councils of magi, or covenants may undertake. The magi undertaking these endeavors need only know the core magical teachings of Bonisagus as presented in the Ars Magica Fifth Edition core rulebook. They require no Mystery Cult initiations, no studious original research, and no discovery of ancient lost secrets. The projects are presented in such a way that any magus

inclined to follow them can achieve the intended results.

The hermetic Projects

The Burning City project sees the construction of a covenant in the heart of a volcano. The project moves from setting out to find a volcano to creating Hermetic rituals that transform mountains into new volcanoes; and from ensuring that magi and covenfolk alike can survive in the most inhospitable of environments to spells and devices to control the volcano and its inhabitants, both natural and unnatural.

The Great Tower is perhaps the most audacious project that the world has ever seen. It is by turn a celebration of mankind's aspirations, and an arrogant affront to God's Divine order. This project sees the construction of a tower so tall that it might reach into Heaven itself. Angels, demons, passion, and pride all drive this potentially endless project that could consume not just one magi, but generations of them.

The Hermetic Shipyard describes the founding and construction of an Hermetic laboratory in the form of a shipyard. The laboratory is described as per the rules in the Covenants supplement, and enables the magus to complete the second part of this project: the building of an enchanted ship called The Hermes. Effects are described to allow the Hermetic shipwright to build vessels more guickly and more soundly than his mundane rivals. And exotic ships, which are only made possible through enchantment, are also discussed, including ships that sail the skies, that skim the ocean floor, and even those that tack the void between the Magic Realms.

The Intangible Assassin project gives the maga the tools she needs to dominate her foes in Wizard's War. The chapter describes effects that gather information about an enemy and provide unseen vectors of attack, discusses how to increase the chances of penetrating Magic Resistance, and, of course, tells how to combat and defend against such attacks.

The Living Corpse is the chapter for those magi who see death as something to be cheated and life as a right not to be surrendered lightly. The achievement of immortality is the aim of this Hermetic project. There are Mystery Cults that jeal-ously guard the secret of immortality, but their number is small and their secrets may soon be lost. The effects described in this chapter are open to all magi of Hermes.

The Menagerie of Magical Beasts describes a collection of beasts, both mun-

Using Other Supplements

Magi undertaking any of these projects require only core Hermetic magic as described in the Ars Magica Fifth Edition rulebook. But the projects also make use of some of the standard techniques and trappings open to all magi that have been explored in later supple-

ments. Rego Craft Magic and laboratory advancement from the *Covenants* supplement are used to support some projects, while others use material from *Realms* of *Power: Magic, City & Guild,* and *Art & Academe,* all of which are areas open to all Hermetic magi.

