

Ars Magica

Hermetic Projects



by Lawford,
Love & Ryan

Hermetic Projects

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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.

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Hermetic Projects

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Chapter One

Wonders of the Hermetic World

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 quickly 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 jealously 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.