

Ars Magica

Mythic Locations



by Andersen,
Ferguson, Love, Post,
Ruan & Shirley

Mythic Locations

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Christian Rosenkjaer Andersen is a Danish engineer. He is a long time player but is gradually becoming more involved in writing for role-playing books, trying to give something back to the community.

Timothy Ferguson is a librarian from the Gold Coast, in Australia. He had the good fortune to travel to Bath in 2010, and to drive through the Mendip Hills. Thanks, again to Linda and Amelia for their help in this.

Richard Love lives on Florence Avenue with his partner Paula. He has not quite found the way out of the toy-market, but on the other hand he has not yet fallen through the Downside of Devil's Lane. He is still searching for the Temple of Mercury.

John Post lives in the Northern California Tribunal with his lovely wife and precocious son where he practices law. Although he has been told that truffles grow in the wild areas surrounding his home, he has never gone looking for them. He prefers to encounter the black ones sliced thinly over a piece of rare steak or the white ones garnishing his risotto. He would like to thank his troupe for letting him subject their characters to his crazy misadventures.

His troupe wanted to play a seafaring saga, so **Matt Ryan** read *The Odyssey* and *The Argonautica* looking for ideas. Bear Island grabbed his notice, and within a few sessions the magi were frolicking atop Mt. Dindymon's lofty pines. Those adventures were a mere shadow compared to the possibilities available in this finished version, and Matt would like to thank the many playtesters for their hard work and honest appraisals.

Mark Shirley's job description changes every time he writes one of these biographies; but it's all the same really: research in diseases and wildlife conservation with the help of mathematical models. He has spent a lot of time on the Farne Islands, having conducted a puffin survey there he can confirm their magical ability to cause laughter. He's also visited the Majorida Mountains, but didn't see any wolves. He's never been to Purgatory... yet."



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Chapter One

Introduction

Mythic Europe is honeycombed with supernatural locations. Many of these are famous and well known, and are frequently visited by the Order of Hermes. Many Tribunals keep accurate records of their area's fantastic sites, gathered by roaming magi of House Bonisagus, followers of Trianoma, and cataloged by the industrious Redcaps of House Mercere. Many of the more famous sites have been appropriated by the Order, farmed for their annual production, visited for mystical research and arcane experimentation, or claimed as covenants. Several legendary locales have been tracked down, explored thoroughly, and subsequently cultivated for the growth of the Order of Hermes. One might think that there is nary a magical spot left untrod and uncatalogued.

But Mythic Europe is large and vast tracks of land remain uncharted. Secret grottoes, forgotten caves, numinous temples, idyllic gardens, mysterious islands, and fog-covered moors lie just past the borders, sitting in anticipation of the eager explorer. Few sit vacant, and all manner of beasts, beauties, and baubles lie in wait for those clever enough to find the hidden places. Whether organized in teams or as an individual, the discoverer faces several challenges finding the site, and even more exploring its interior mysteries.

Mythic Locations offers ten such sites. Each chapter following describes a location in depth, explaining the site's mundane and supernatural features. Some locations are pulled from actual medieval legends, others from the history of the Order of Hermes, and others invented, using appropriate themes and elements to fit them into the imagined medieval framework of Mythic Europe. Each location suggests various ways to include it in your saga, offering multiple hooks to appeal to all types of play-

ers. Each location also suggests ways that the location can be used again, generating several stories and allowing a troupe to repeatedly use the location in their saga. While a troupe could base an entire saga in a location, using it as a starting point or a location for their covenant, each site is written as a stand-alone location. They are meant to be visited and explored, and their unconnected nature lets each member of the troupe act as a storyguide for the location that most appeals to him.

Bear Island

Geographic Location: The Sea of Marmara on the north coast of Anatolia.

Tribunal: Thebes Tribunal.

Overview: Bear Island lies off the coast of Anatolia, along the southern shores of the Sea of Marmara. Politically unimportant — a small province of the Byzantine Empire now ruled by a Latin king — Bear Island's history is vastly more interesting. 2,000 years ago, Jason and the *Argo* made an early stop here on their journey for the Golden Fleece. Intending simply to replenish their supplies and get directions, the Argonauts were hurled from one dilemma to another, including fighting savage giants, being trapped on the island by a raging storm, receiving advice from a magical bird, and searching for a sleeping titan, the mother-goddess. To escape, Jason brought a carved statue to honor and appease the mother-goddess. Her attendants, supernatural metalworkers and healers called the Idaian Daktyls, accepted the offering, the storms ended, and the Argonauts sailed away.

With the heroes gone, the island's super-

natural inhabitants slipped back into their previously undisturbed roles. As far as anyone knows, the mother-goddess, the Idaian Daktyls, the magical bird, and the savage six-armed giants still prowl the island's wild interior. The carved statue, fashioned by the same builder who made Jason's magic ship, has never been found. Magi wonder what its pre-Hermetic powers might be. Bear Island is easy to find, but its secrets are not easily extracted, and many suspect that more than lions, bears, and boars roam her forest-draped mountains.

The Baths

Geographic Location: The City of Bath, or wherever Romans were found.

Tribunal: Stonehenge Tribunal.

Overview: A city with links to Imperial and Celtic magic, and filled for centuries by hedonists attractive to the Infernal and Faerie powers. A city now dominated by the Church, and under the eye of the young King. A city sited, almost literally, on a magical powder-keg.

What could possibly go wrong?

Cursewood

Geographical Location: The remote forests of Pomerania, near the border with Novgorod.

Tribunal: Rhine Tribunal.

Location: More than a century ago a magus of House Tyalus sought to win great resources in a dark and forbidding forest, and