

Ars Magica

# Tales of Mythic Europe



by Ferguson, Lawford,  
Masters, Ryan,  
& White



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## AUTHOR BIOS

**Timothy Ferguson** is a librarian who lives in Australia. While working on this book, he and his wife Linda, who he always dedicates books to, adopted a pair of kittens and named them after Ozian witches. The idea for "Fall and Rise" came from a song called "Nothing At All" by Kasey Chambers. The idea for "Return of the Raiders" came from NextWave, or possibly Mythbusters.

**Mark Lawford** grew up in Eastbourne on England's south coast, not far from Battle Abbey, Romney Marsh, and countless infernal mysteries. He's been playing *Ars Magica* for more years than he hasn't, but has only now started to push his work onto an unsuspecting audience. By day he's an IT manager for a well-known bank.

**Phil Masters** is a British game writer who has been in the RPG business for many years now. He's written for companies including Hero Games, Guardians of Order, and Steve Jackson Games (for whom he recently compiled *GURPS Thaumatology*). His previous contribution to the *Ars Magica* line was as co-author of *Faerie Stories*.

**Matt Ryan** lives and works in Ithaca, New York. He first ran "The Ship of Desire" for his Ithacan role-playing group, and thanks those members for being his guinea pigs. He would also like to thank the playtesters for their valuable contributions and questions, especially the group with the ingenious battle mat and the one who used "Sid Vicious" as an example general.

**Alexander White** graduated with an honors degree in Medieval and Classical History from the University of Melbourne. While writing for this book, he worked as an organizer for one of Australia's largest trade unions, helping low-paid workers improve their pay, conditions, and rights. Alexander is the creator of *Sub Rosa*, the *Ars Magica* fan magazine.



www.atlas-games.com

*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](http://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](http://forum.atlas-games.com).

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# Contents

<b>Chapter One: Introduction</b> 4	<b>Chapter Five:</b>	<b>Chapter Eight:</b>
THE STORIES..... 4	<b>The Hospital's Due</b> 70	<b>Return of the Raiders</b> 125
A NOTE ON FAERIES..... 5	PRÉCIS..... 70	PRÉCIS..... 125
	DRAMATIS PERSONAE ..... 72	HOOKS ..... 125
<b>Chapter Two:</b>	EXPECTED SEQUENCE OF PLAY..... 83	DRAMATIS PERSONAE ..... 126
<b>The Champion's Portion</b> 7	CONSEQUENCES..... 94	LOCATIONS ..... 132
PRÉCIS..... 8	REWARDS ..... 95	EXPECTED SEQUENCE OF PLAY..... 136
DRAMATIS PERSONAE ..... 10		REWARDS ..... 137
EXPECTED SEQUENCE OF PLAY..... 16	<b>Chapter Six:</b>	
REWARDS ..... 34	<b>Loyalty and Law</b> 96	<b>Chapter Nine:</b>
CHAPTER APPENDIX: THE NEMTHENGACHA.. 34	PRÉCIS..... 96	<b>Warring Families</b> 138
	DRAMATIS PERSONAE ..... 96	PRÉCIS..... 138
<b>Chapter Three:</b>	LADY MARTHA'S DOMAIN ..... 102	DRAMATIS PERSONAE ..... 138
<b>The Ship of Desire</b> 36	EXPECTED SEQUENCE OF PLAY..... 102	EXPECTED SEQUENCE OF PLAY..... 144
PRÉCIS..... 36	REWARDS ..... 105	REWARDS ..... 154
DRAMATIS PERSONAE ..... 37		<b>Chapter Ten:</b>
EXPECTED SEQUENCE OF PLAY..... 44	<b>Chapter Seven:</b>	<b>What Lies Beneath</b> 155
REWARDS ..... 51	<b>A Musical</b>	PRÉCIS..... 155
	<b>Murder Mystery</b> 107	INTRODUCING THE STORY ..... 155
<b>Chapter Four: Fall and Rise</b> 52	PRÉCIS..... 107	DRAMATIS PERSONAE ..... 156
PRÉCIS..... 52	DRAMATIS PERSONAE ..... 107	EXPECTED SEQUENCE OF PLAY..... 160
DRAMATIS PERSONAE ..... 52	EXPECTED SEQUENCE OF PLAY..... 112	THE BURIAL GROUND..... 164
LOCATIONS AND EXPECTED	CONFRONTING BARTHOLOMEW ..... 122	REWARDS AND CONSEQUENCES..... 167
SEQUENCE OF PLAY ..... 58	CONCLUSION ..... 123	
REWARDS ..... 69	REWARDS ..... 123	

## List of Maps

### Chapter Two: The Champion's Portion

DUNDRUM..... 8	PRIORY OF ST. UBALDESCA ..... 86
DÚN RUIDRAIGE ..... 29	ENRICO'S HOUSE & WAREHOUSE ..... 90

### Chapter Four: Fall and Rise

CORFE CASTLE ..... 67	
-----------------------	--

### Chapter Five: The Hospital's Due

THE TOWN ..... 80	
-------------------	--

### Chapter Eight: Return of the Raiders

VILLAGE MAP..... 133	
----------------------	--

### Chapter Nine: Warring Families

THE RELIQUARY VILLAGE..... 146	
CHURCH FLOOR PLAN ..... 146	
VIEW OF THE LAIR FROM ABOVE ..... 151	
THE INFERNALISTS' LAIR ..... 151	