



Oredits

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Mark Lawford lives in Eastbourne on England's south coast. He splits his free time, in somewhat equal measure, between writing for Ars Magica and wondering why he isn't down at the gym more often. Despite the best efforts of a volatile financial market, he works in IT for a well-known international bank. And to those at the 2009 San Francisco Grand Tribunal, this is "the book that should not be alluded to." Mark would like to dedicate this book to Simon, Dave, Mark, and Alex, while giving Pauline an honorable mention for putting up with us all for so long.

Mark Shirley is a zoologist and ecologist who has studied hedgehogs for the last five years. He is fascinated by the fact that their spines evolved to permit them to bounce; this is something he witnessed first hand with Bumble, a three-legged hedgehog and colleague for over two years. He'd like to thank Camo and Andrew for providing an additional playtest of this material.

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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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Legends of Hermes

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Chapter One

Introduction

Today, the Order of Hermes enjoys a new golden age of cooperation and enlightenment. The trials of the past have been overcome and the Order is all the stronger for the strife it has endured.

But the history of the Order is defined not only by political shift or internal conflict and resolution, but also by the lives and achievements of its individual members. This book introduces five such magi who shaped the Order as it exists today. All of these magi have become legends within the Order, though the truth behind their stories has been embellished and blurred by time, deception, and rumor. But their stories are far from finished — each has left behind treasures waiting to be rediscovered by living magi.

Magi of Legend

Each chapter is devoted to a single magus, presenting a faithful telling of that wizard's story as well as describing his or her singular achievements. Each chapter also provides the framework against which stories of the magus' rediscovery can be told, and once-lost legacies can be brought back to the Order.

Conciatta of Bonisagus

Lifetime: c. 885 AD – 1007 AD

(Final Twilight)

Overview: A brilliant researcher who advanced Bonisagus' theories, unify-

ing the four Realms under Vim magic. It's said she left behind the secret of fueling Hermetic magic with Divine auras. But her spirit — fractured into four aspects — guards this secret and more.

Conciatta of Bonisagus occupies a singular place within the Order. Early in the tenth century, a hundred and fifty years after the founding of the Order, Conciatta successfully extended Bonisagus' grand theory such that all the four supernatural realms were included under the art of Vim, something that the original theory did not support and generations of magi before Conciatta wrestled with. But while her advances forever changed the theory and her name lives on both in the primers that apprentices study and in the hallowed records of House Bonisagus, perhaps her greatest discoveries have yet to be published.

Conciatta spent her early years defending herself against the prejudices and preconceptions of her House and the stigma arising from a master fallen into corruption. But against this backdrop of hardship she published an extension to Hermetic Theory that few among her peers even thought possible. Her fame spread as fast as copies of her work, and soon the whole supernatural world was laid open to the Order of Hermes.

With the aid of her loyal friend and later husband, Currito of Jerbiton, Conciatta traveled Iberia and beyond seeking out auras, regiones, and powerful spirits from which she could learn. She was not content with her initial discoveries,

though, and became driven to extend Hermetic Theory further. For many, especially those in House Bonisagus, this was a sign of hubris, or even delusion; she had made her great discovery and to attempt more was surely arrogance. And so she became isolated. Fearing ridicule, she did not share her research with the Order and she became withdrawn.

Those magi she did meet on her travels later talked of ramblings concerning a lost city, a city ruled and populated by ghosts, and even a trip to Hell itself. Through this the loyal Currito followed her and protected her. But eventually, he too left and Conciatta continued her research alone.

While the name of Conciatta is known to every apprentice brought up in the Order, her fate is only guessed at. Her original research is venerated but her arrogance, at least within House Bonisagus, is held up as a cautionary tale.

Currito rarely talked about the research and discoveries that he'd seen, indeed, he rarely talked about Conciatta at all. But in his less-guarded moments, when he felt the time was right to tease out some of her secrets, he told of a great prize — the ability to fuel Hermetic magic from the aura of the Dominion itself.

Fortunata of Jerbiton

Lifetime: 986 AD - 1123 AD

(Final Twilight)

Overview: A master of ancient magics, who created a Mystery Cult of her