

Ars Magica

Tales of Power



by Andersen, Faulkner,
Ferguson, Hayes,
Lawford & Ryan

Credits

AUTHORS: Christian Rosenkjaer Andersen (Encroaching Dominion), Mark Faulkner (City of Brass), Timothy Ferguson (Eustace the Monk), Lachie Hayes (City of Brass), Mark Lawford (Gathering Storm), Matt Ryan (Cardinal Decision, City of Brass)

DEVELOPMENT, EDITING, & PROJECT MANAGEMENT: David Chart

LAYOUT, PROOFREADING & ART DIRECTION: Cam Banks

PROOFREADING & ART DIRECTION ASSISTANCE: Jessica Banks

LAYOUT ASSISTANCE: Michelle Nephew

PUBLISHER: John Nephew

COVER ILLUSTRATION: Christian St. Pierre

CARTOGRAPHY: Sean Macdonald

INTERIOR ART: Jason Cole, Jenna Fowler, Ciaran Lucas, Christian St. Pierre, Gabriel Verdon

ARS MAGICA FIFTH EDITION TRADE DRESS: J. Scott Reeves

PUBLISHER'S SPECIAL THANKS: Jerry Corrick & the gang at the Source.

FIRST ROUND PLAYTESTERS: Jason Brennan, Justin Brennan, Elisha Campbell, Robert Major, Christian Jensen Romer, Thomas Nowell, Lloyd Graney, Luke Price, Kevin Sides, Donna Giltrap, Malcolm Harbrow, Aaron Hicks, Richard Love, Pelle Kofod, Christian Rosenkjaer Andersen, Maria Dall Rasmussen, Ingrid Beier Ommen, Philip Nielsen, Sune Johannesson, Rasmus Strandgaard Sørensen, Mark Shirley, Camo Coffey, Andrew Walton, Barrie James, Ben Roberts

SECOND ROUND PLAYTESTERS: Leon Bullock, Peter Ryan, Chris Barrett, Christian Jensen-Romer, Lloyd Graney, Peter Hiley, Thomas Nowell, Kevin Sides, Luke Price, Eirik Bull, Karl Trygve Kalleberg, Heikki Sørum, Dag-Erling Smørgrav, Karin Lagesen, Torbjørn Stirler, Donna Giltrap, Malcolm Harbrow, Aaron Hicks, Richard Love, Ingrid Beier Ommen, Martin Lindhardt, Christian Rosenkjaer Andersen, Pelle Kofod, Sean Winslow, Michael Atlin, Itzhak Even, Ori Rubin, James Legge

THIRD ROUND PLAYTESTERS: Jason Brennan, Justin Brennan, Elisha Campbell, Eirik Bull, Karl Trygve Kalleberg, Helge Rager Furuseth, Sigurd Lund

AUTHOR BIOGRAPHIES

Christian Rosenkjaer Andersen is a Dane who works to spread the Order in his homeland and eventually form a Scandinavian Tribunal. He is weathering the storm in the presently chaotic business of consultant engineering.

Timothy Ferguson is not an undead pirate, but knows where he can find some animatronic ones. He is a librarian on the Gold Coast, in Australia. Dedicated to Linda and Anonymous: Welcome to the game!

Lachie Hayes hails from beyond the boundaries of Mythic Europe, and was summoned for a brief contribution regarding genies by unstoppering his curcubeite using a digitally written incantation. He'd like to thank both Marko and Matt for letting him along for the magical carpet ride. This is Jarkman's second official contribution to *Ars Magica*.

Mark Lawford wants you to indulge in all the fireballs, siege engines, and undead armies your magi can muster. God knows, he's imagined more than his fair share in writing *The Gathering Storm*. Quite frankly though, he'd be happy to imagine plenty more if it meant rubbing shoulders with this fine bunch of writers again. He'd like to dedicate this book to his fellow *Ars Magica* authors because now and then it's nice to give recognition where it's due.

Matt Ryan lives in Ithaca, New York, a small university town surrounded by miles of pastures and corn fields. A native, he grew up dodging cow pies and milking goats. Matt ran "The Cardinals' Decision" for his gaming group, and would like to thank his friend Dan Ilut for the initial idea. Their characters survived the adventure and Matt hopes your characters do too!



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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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Chapter One

Introduction

Welcome to *Tales of Power*, a collection of five stories for *Ars Magica Fifth Edition*. Similar to its predecessor, *Tales of Mythic Europe*, this book contains stories for your troupe. Designed for powerful magi and their associates (advanced companion and grog characters), each story can be played as a stand-alone adventure. The stories can also be incorporated into your saga with little effort, providing a string of spectacular exploits worthy of your characters. Magi should be approximately 50 to 60 years out of apprenticeship, and while most of the stories are designed for one or two magi and their companions, they could easily include every magus in the covenant.

The following introductions offer a brief summary of each adventure, enough to indicate its rough outline without giving away any secrets. Every

member of your group can read the introductions. Groups with multiple storyguides can allocate the stories as desired, with each storyguide picking the story that she would most like to run. Groups with a single storyguide can indicate which adventure they would like to play first.

A Cardinal Decision

The pope and the Holy Roman Emperor are at odds, and the emperor has besieged Rome, surrounding the city with his army. As the city prepares for the siege, the pope dies. The College of Cardinals convene to pick a new pope. The secular authority

of Rome sequesters the cardinals and won't allow them to leave until they choose a new pope. To most magi, this is a distant problem that doesn't affect them one way or another.

But fate intervenes. Supernatural forces move to influence the papal election, and Infernal, Faerie, and Magic intruders manipulate the cardinals so that they will pick a pope sympathetic to the manipulator's selfish goals. The cardinals' selection will change the Church and its influence on the mundane world, changes that will ultimately effect everyone in Mythic Europe. The magi must travel to Rome and untangle a twisted web of supernatural manipulations, cunning lies, secret machinations, and shocking surprises. Can the magi save the College of Cardinals and Mythic Europe?

