

Ars Magica Jumpchain

Version 1.1

Jumpdoc by FlashzappaMekbrain

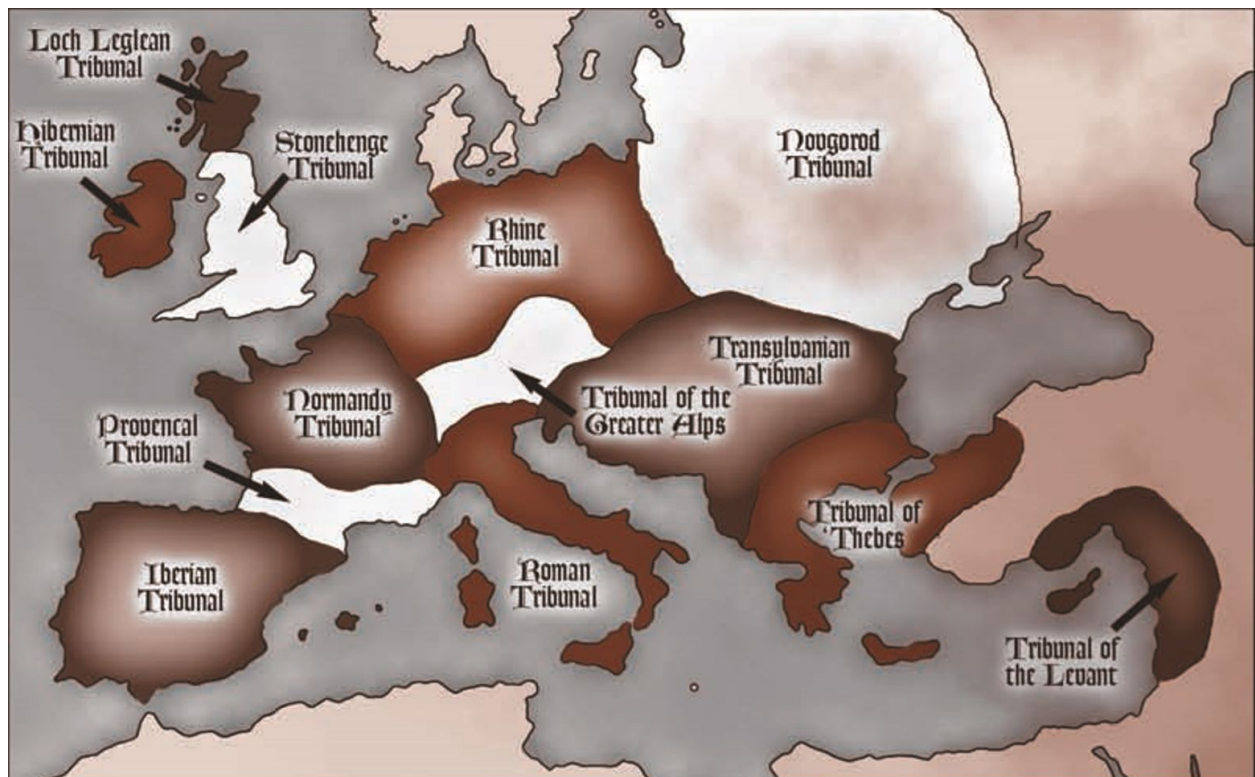
Do you like functional magic systems, jumper? What about medieval fantasy? I don't mean orcs and elves, but rather, the things people actually believed in the High Middle Ages. In this world, fairies dance in the forest, cruel and playful in equal measure. Demons tempt men to their eternal ruin. Strange wizards and wise women practice esoteric rituals far from civilization. And for the common folk, the Church provides protection against a mysterious and hostile world.

Regardless, welcome to Mythic Europe, 1220 AD. It's very much like the historical Europe you may be familiar with, only with a few supernatural differences, as mentioned above.

Here's something to get you started:

+1000 Choice Points

Starting Location:



To determine your starting location, roll randomly on the following list or pay 50 CP to choose any location in Europe or the Levant.

1. Loch Leglean Tribunal
2. Novgorod Tribunal
3. Hibernian Tribunal
4. Stonehenge Tribunal
5. Rhine Tribunal
6. Normandy Tribunal
7. Tribunal of the Greater Alps
8. Transylvanian Tribunal
9. Provencal Tribunal
10. Roman Tribunal
11. Tribunal of Thebes
12. Iberian Tribunal
13. Tribunal of the Levant
14. Ultima Thule (Scandinavia, not labeled above)
15. Free Choice

Origin:

Age: 20+1d8

You may keep or change your gender for free.

For any of these origins, you may choose to drop in or have an established history within the world. As a drop in, you may choose to gain basic knowledge appropriate to a person of your position.

Hermetic Magus/Maga (200 CP)

A full-fledged magus (masc.) or maga (fem.) of the Order of Hermes, with all of the associated benefits and responsibilities. You will be expected to uphold the Oath of Hermes and obey all the laws of your Tribunal, but you are versed in the flexible and powerful magic of the Hermetic tradition. You also know the secret of the Parma Magica, which grants some measure of protection from hostile magic. You begin in a covenant within your starting region.

Hermetic Magi have 400 MP to spend in the Magic section, though the training you endured during your apprenticeship has granted you several perks for free (see the Magic section).

Hedge Mage

Hermetic magic was only invented about 500 years ago, but magic has been practiced since the creation of man. And while the magi of the Order like to think of themselves as above village elders and wise women, these “hedge mages” are capable of many things thought impossible under Hermetic tradition. You are one such mage. You begin outside a town or village within your starting region.

Hedge Mages have 1200 MP to spend in the Magic section.

Supernatural Creature

This is a land of myth and magic, and supernatural beings rule the vast wilds of the world. As just such a creature, power is in your blood. You may choose to be a magical creature, faerie, demon, or angel. Magical creatures may behave as they please, though angels, demons and faeries must take their associated drawback. You begin in a powerful aura of the same type as you (magic for magical creature, divine for angel, etc.) within your starting region.

Supernatural Creatures have 1200 AP to spend in the Creature Customization section.

Covenfolk (+200 CP)

While the wizards hide away in their tower, someone has to do the work of keeping everyone alive. Cooking, cleaning, keeping watch. Farming, forestry and fletching arrows. That’s you: the covenfolk. If you can put up with the occasional magical mishap and/or explosion, working for a covenant of magi is slightly better than being a peasant under a mundane lord. After all, unlike most people in Europe, mages don’t care where you’re from, what your gender is or what god you follow. And who in their right mind would attack a land controlled by a bunch of weird old people who can turn you into a newt by saying some funny words?

Even so, why would you choose this? You jump into a world filled with supernatural power and you want none of it? Well, it is ultimately up to you I suppose. You begin in a covenant within your starting region.

Perks:

Perks are discounted (50% off) for their associated backgrounds. 100 CP perks are free if discounted. If a 100 CP perk can be purchased multiple times, however, only the first is free, and subsequent purchases are 50% off.

General:

The Gift (Free for Hermetic Magus and Hedge Mage, 100 CP otherwise)

The Gift is the ability to use magic; it is necessary cast spells from this world. However,

The Gift has a strong emotional effect on people and animals around you which can make it hard to interact with strangers, as they may become suspicious and mistrustful of you. The Gift's negative effects only occur if you interact with someone. Not talking to anyone wouldn't alert them to your magical power. This negative effect is removed at the end of this jump.

Gentle Gift (100 CP, requires The Gift)

Your magical nature does not disturb other people or animals you encounter, cancelling out the negative effect of The Gift. In future jumps, others will not be able to detect anything supernatural about you until you choose to display your powers. When you do, they will not think less of you for your abilities.

Book Learner (100 CP)

If you want to get anywhere as a mage in this world, expect to spend a great many nights hunched over your desk, reading dusty tomes by candlelight. Now you can get the most out of these study sessions, learning twice as fast from any written source. And since most magi write their laboratory notes in code, you also gain significant skill in cracking text-based ciphers.

Greater Immunity (400 CP)

You gain complete immunity to one hazard or source of damage. Your choice may not be broader than, for example, iron or heat. However, you are immune to both mundane and magical versions of your chosen threat. This may be taken multiple times, choosing a different hazard each time.

Death Prophecy (600 CP)

Your death has been foreseen, and some circumstance of your death has been revealed to you. Some might view this knowledge as a curse, but you know otherwise, for until this condition has been fulfilled, you cannot die. You may still be maimed or wounded, though, and you can still suffer effects of old age.

Choose one brief, vague prophecy, such as "you should fear only doves." You cannot die unless the conditions set in the prophecy come about, though this can be metaphorical as well as literal. In the above example, you could be killed by an actual dove, but would also be vulnerable in the presence of a person known to be gentle and "dove-like." You should also probably be wary of John Woo movies and Stevie Nicks songs. Even an apparently outlandish prophecy like "you will die standing on the moon" could still come about, for example, if you were standing on a depiction of the moon or had just defeated someone associated with the moon.

Hermetic Magus/Maga:

Affinity with [Art] (100 CP, first purchase free for Hermetic Magi, discounted afterward)
Choose a specific, narrow field of magic, such as fire, water, mind, creation, destruction, etc. When studying or training in this field, you progress twice as fast as you normally would. You may take this perk multiple times, choosing a different Art each time.

Subtle Magic (200 CP)

Hermetic spells are usually cast using complicated hand gestures and incantations. A skilled mage can do without these, but it's very difficult, often resulting in greater fatigue and a weaker spell. You are exempt from this rule, however, and can, without penalty, omit verbal and somatic components from spells that would normally require them.

Quaesitor (400 CP)

The Quaesitores are the order's detectives and police, investigating crimes committed by magi and covenfolk. This requires both magical evidence-gathering and mundane deductive ability. You gain significant talent in all magic that improves your perception or gathers information, as well as great skill in more general forms of research and investigation. Of course, all of these have applications beyond law enforcement. A member of the Order of Hermes with this perk may choose to actually be a Quaesitor, with all the responsibilities and legal authority that such a position grants.

Flawless Magic (600 CP)

You gain instant mastery with any spell or magical ability you learn. On its own, this doesn't allow you to learn any faster, but once you are familiar with a power, you can simultaneously cast multiple copies and cast it much faster than normal, with far less strain on your stamina/mana/etc. Furthermore, you find it easier to bypass magical defenses, and your magic resistance is significantly bolstered against abilities similar to spells you know.

Hedge Mage:

Entreat the Powers (100 CP)

Your spellcasting is unaffected by divine and infernal auras. After this jump, you are immune to any effect that would weaken your magic/supernatural abilities and highly resistant to any effect that would suppress or remove them completely.

Life-Linked Magic (200 CP)

There's no mana or spell-slots in this world; using magic depletes your stamina depending on the strength of the spell relative to your skill. An untrained novice might pass out from casting a simple incantation a few times, while an accomplished mage could cast the same effect all night and day seemingly without effort. You, however, may expend extra effort on a spell to boost its effects, deliberately fatiguing yourself to push past an opponent's magic resistance, inflict a bit more damage or stretch out a spell's

duration. If that's not enough for you, you can dip into your own life energy to achieve effects far beyond what your skill would normally allow.

Integration (400 CP)

Hedge magic traditions tend to be highly specialized, doing a few things very well, but lacking versatility. Ordinarily, a mage would be hard pressed to learn more than a single style of magic, but a jumper is under no such restriction. With a little bit of effort, you can combine systems of thought such as different types of magic and/or science into a new system, keeping all the benefits of each and often discovering new, unforeseen synergies.

External Soul (600 CP)

Like the Pictish Gruagachan, you may store your soul in a physical object. While this object is intact, you may be wounded, but never decapitated, dismembered or killed. Guard your soul object carefully, however, for if it suffers any damage beyond minor scratches, you will instantly die.

Supernatural Creature:

Realm Affiliation (100 CP)

You belong to one of the four supernatural realms: Magic, Divine, Faerie or Infernal. You are empowered by auras of the same type as you, and creatures of the same realm regard you favorably as long as you do not harm or act against them. If you wish it, ordinary people will recognize your affiliation and react accordingly. For example, divine creatures would inspire reverence in religious folk and fear in the wicked.

Natural Form (200 CP)

No matter what form you're in, you maintain the benefits of your other forms. For example, if one of your alt-forms has protective scales or carapace, your skin would be just as strong when in human form. If you can transform into a fire-breathing dragon, you would still be able to breathe fire no matter what shape you inhabit.

Magical/Divine/Fae/Infernal Might (400 CP)

Your magic resistance increases with your overall power level; only a creature as powerful as you has any chance of affecting you with magic. You also gain a "Might Pool" which also grows with your power level. You may draw from this pool to amplify the power of spells and magical abilities. It recharges at a rate of 100% per day, and when you take this perk, you may choose whether it is restored gradually or all at once at a specific time of day.

Magical/Divine/Fae/Infernal Boon (600 CP)

You naturally spread your realm's aura in any territory you control. If you are a magical creature, you spread a magical aura; a divine creature spreads a divine aura, etc. The

aura's strength increases slowly with time, though you may halt its growth or decrease its strength if you wish.

In addition, you gain a boon dependent upon your realm affiliation:

As a magical creature, you create sources of *vis* wherever you spread your magical aura. The type of *vis* created depends on the surroundings. In a forest, a large tree may begin to sprout golden acorns containing *Creo* or *Herbam vis*. Oddly-colored fireflies could be a source of *Imaginem vis*, and an underwater thermal vent could produce *Ignem vis*. The amount produced and the number of sources grow with the strength of the aura. You may also alter terrain and vegetation to your liking. This occurs passively, and takes a great deal of time; raising mountains or growing forests could take many years, though smaller changes, such as forming a creek, could only take weeks. Finally, beings born in your aura have a small chance of gaining minor abilities related to your own perks and powers. Strong regeneration powers may grant a child slightly faster healing, while eletrokinesis may result in newborns with a talent for lightning magic.

If you are affiliated with the divine, you may bless others with your perks. When you grant a blessing, you choose which perk or perks to give, but these cannot be retracted once given. These blessings start out far weaker than the default perk, but the recipient can improve with practice and effort to be at least as strong as you. Granting such a blessing does not cost you the ability that you grant, but can be exhausting in the case of particularly powerful perks or large numbers of perks.

The faerie boon allows for the creation of regiones in any area with a fae aura. A regio is a region of extradimensional space that exists on top of the mundane world and can only be entered via a specific method. Regiones can exist naturally within auras of any type, and often have multiple levels, with the strength of the aura and the supernatural power of the inhabitants increasing as the levels get further from the mundane world. You may create a regio by performing a ritual lasting several hours. The regio that is created is initially identical to the mundane area that it is created from, although it contains only the natural features of the land, and changes to one do not apply to the other. You may create multi-layer regiones by performing the ritual multiple times in the same location. Upon its creation, you decide how to enter and leave it. Some regiones can only be entered by following a guide familiar with it, some are entered by following a specific path, for example, "walk around the large tree stump three times, then pass under the stone archway," and other regiones can only be found by someone who is lost. You may choose multiple methods of entrance/exit if you wish.

As an infernal creature, you are the perfect liar. Deception is a part of your essential nature, and therefore your lies cannot be distinguished from truth even by the most powerful magic, advanced technology, or inveterate interrogators. Furthermore, any attempt to gain information about you through magic reports only what you wish. A

mage attempting to read your mind would see only what you decide to show them. If someone attempted to divine your position, you would immediately become aware of the attempt and be able to send back any position you desire.

You may purchase this perk undiscounted to gain a different realm's boon. It can be purchased up to four times in this way.

Covenfolk:

Affinity with [Ability] (100 CP, first purchase free for Covenfolk, discounted afterward)

Choose one mundane skill, such as one-handed weapons, first aid, blacksmithing, teaching, or music. You gain a reasonable level of skill in this field, sufficient to make a living off of it, and you improve twice as fast when practicing it. You may purchase this perk multiple times, choosing a different skill each time.

Leadership (200 CP)

Covenants are often havens for society's outcasts and misfits; thus they tend to accumulate a truly bizarre cast of characters even excluding the magi themselves. To an unfit leader, this would be a nightmare, but you can wrangle these disparate personalities into a cohesive team. While they may not like each other, when there's work to do, you can get them to set aside their differences, whether that job is cleaning up after a feast or facing down a hostile army.

True Faith (400 CP)

You are possessed of a faith so powerful it offers you measurable resistance to magic. This is quite potent to begin with, and by spending time in selfless devotion to your ideals, your protection will grow further, potentially without limit. The time spent in service to your faith must truly be selfless; anything that could benefit you, e.g. fighting your enemies, winning the recognition of others, training, etc., does not count toward increasing your protection. Furthermore, while your faith does not grant the flashy, overt power of more conventional magic, you will often find yourself lucky in times of great need.

You need not follow an Abrahamic religion to gain these benefits; any set of ideals will do as long as you can perform some sort of selfless service in their name.

Mythic Characteristic (600 CP)

Choose one characteristic: Intelligence, Perception, Strength, Stamina, Presence (appearance and force of personality), Communication (self-expression and the ability to make others understand complex ideas), Dexterity, or Quickness. This attribute is boosted to superhuman levels, and, once per day, you may perform one near-impossible feat with your chosen attribute. One with a mythic intellect could perform feats of deduction that would impress Sherlock Holmes, while mythic strength could allow a person to punch through a stone wall several feet thick. These mythic feats will scale to

the chosen characteristic; these are only examples of what an otherwise ordinary person might do. A mythic feat of Presence combined with stacked beauty perks may very well kill onlookers of a weak constitution.

Magic:

If you have The Gift, you may convert CP to MP at a 1:1 rate. With the exception of Wizard's Sigil, which forms naturally in people with the Gift, all of these perks are skills and can be taught if purchased. It may also be worth noting that most magic in this world can neither be dodged nor resisted by any amount of fortitude or willpower; only explicit magic resistance can prevent the effects of these spells. Direct damage can be resisted; for example, if you are immune to fire, no amount of magical fire will damage you. However, once the spell is cast, it can only be counterspelled, blocked by magic resistance, or absorbed by armor and resistances. In D&D terms, this magic allows no Fortitude/Reflex/Will save, only spell resistance and damage reduction.

General:

Wizard's Sigil (Free or 50 MP)

In Mythic Europe, each mage has a sigil, a sort of magical fingerprint that appears in spells they cast and magic items they invent. You may choose one small cosmetic effect to apply to the spells you cast. For example, your spells might fill the area with a certain scent or always feature a specific symbol or motif. For 50 MP, this can be improved with a minor beneficial effect, such as improved focus or making you look extra impressive.

Arcane Connections (Free or 200 MP)

An arcane connection is an item closely associated with a specific individual, such as a lock of hair, a commonly worn article of clothing, or an item they fashioned themselves. It can also be the person's birth name. Using an arcane connection, a mage can cast spells at the subject of the connection at unlimited range and has a much better chance at penetrating the subject's magic resistance. Be warned however: arcane connections, with the exception of birth names, go both ways. A mage who knows that you hold an arcane connection to them will be able to use it against you in exactly the same way.

For an extra 200 MP, you will be able to use any supernatural ability that targets others through an arcane connection, not merely magic.

Opening the Gift (200 MP)

Through a lengthy ritual and the expenditure of *vis*, you can impart the Gift to willing individuals. During this jump, recipients have a small chance of randomly receiving the Blatant Gift or Gentle Gift, though all recipients gain the Gentle Gift in future jumps.

The Order of Hermes has not yet discovered how to do this, and would be extremely interested in learning this ritual.

Hermetic Magus/Maga:

Discounted for Hermetic Magi. Hermetic Magi receive significant training during apprenticeship, and therefore start with many of these for free; perks marked with * indicate an ability that Hermetic Magi have by default. If a Hermetic Magus or Maga purchases these abilities, they are improved as noted in the description. Non-Hermetic Magi may take the perk twice to gain the upgraded effects.

Hermetic Arts* (200 MP)

You have been initiated into the Hermetic Arts, the basic components of all Hermetic magic. There are fifteen Arts, divided into Techniques and Forms. Techniques are verbs, and indicate what a spell does, while Forms are nouns and represent what a spell affects. To achieve an effect, at least one Technique must be combined with at least one Form.

The five Techniques are:

Creo - “I create.” *Creo* magic brings things into existence from nothing or makes them into better examples of what they already are. With *Creo*, a fireball or lightning bolt can be created from thin air, but *Creo* might also heal a wound or cure a disease. You could make a person stronger, more intelligent or even improve their reflexes with *Creo*.

Intellego - “I perceive.” *Intellego* magic grants a mage perception beyond what their mundane senses are capable of. It can grant the ability to see heat, read minds, or sense a certain substance at a distance. It could also diagnose disease or sense and identify magic.

Muto - “I transform.” With *Muto*, a spell can grant its target properties that it could not naturally have. *Muto* might change lead into gold, turn a person to stone, or cause a person to grow wings, gills, or extra arms.

Perdo - “I destroy.” *Perdo* magic hastens entropy, removes specific qualities of an object, makes things worse examples of what they already are, or simply erases its targets from existence. It can inflict age or disease, kill a person outright, or remove their mass while leaving all other properties intact. Other *Perdo* spells could remove a target’s image, rendering it invisible, or extinguish all light within a structure.

Rego - “I control.” *Rego* magic moves objects or causes them to take on a state that they could naturally assume. *Rego* spells include telekinesis, teleportation, displacing one’s image, or mind control. *Rego* can also turn water into ice or vapor, since those are forms that it can naturally have, and it can shape and carve inanimate objects.

The Forms are:

Animal - “animal.” Mages can use *Animal* magic to affect all types of animals and animal products. It may influence animals physically or mentally.

Aquam - “water.” *Aquam* covers all types of liquids and their properties.

Auram - “air.” *Auram* spells can affect gases, wind, and weather. Lightning spells fall under *Auram*, since it is a weather phenomenon.

Corpus - “body.” *Corpus* magic includes the human body, living or dead, as well as the bodies of supernatural creatures that appear human.

Herbam - “plant.” A mage can use *Herbam* magic to affect live and dead plants as well as plant products of all types.

Ignem - “fire.” *Ignem* concerns fire, heat and light. *Perdo Ignem* spells can affect cold or darkness.

Imaginem - “image.” *Imaginem* manipulates species (pronounced SPEH-kee-ayss), which, according to medieval belief, are responsible for all sensation. This allows a mage to affect all senses using *Imaginem* magic. Not only can it create, destroy or alter images and sounds, but it can also affect taste, smell and touch.

Mentem - “mind.” Using *Mentem*, a mage can manipulate the minds of humans or other sapient beings. *Mentem* allows a mage to create or remove thoughts and emotions in a target’s mind, read minds, directly control minds, or render a target insane, among other things.

Terram - “earth.” *Terram* concerns solids not covered by other forms, typically, but not limited to, dirt, stone and metal.

Vim - “power.” *Vim* affects magic and supernatural forces directly, allowing for counterspells, dispels and metamagic effects. It can also be used to affect supernatural creatures such as angels, faeries and demons, and *Perdo Vim* spells are the only Hermetic magics capable of permanently killing demons.

Each spell uses at least one technique and one form, though more can be used if necessary. For example, turning stone into metal would qualify as *Muto Terram*, but transforming a person into stone would be *Muto Corpus + Terram*, since the spell concerns both a person’s body (*Corpus*) and stone (*Terram*).

If you are already familiar with the Hermetic Arts, taking this perk again gives you mastery over two Arts of your choice. Should you choose to make your skills known, you

will quickly become renowned as one of the greatest living masters of your chosen Arts. You may take this perk as many times as you like, choosing different Arts each time.

This perk grants theoretical knowledge, and to be any use outside of research and teaching others, you must also have Spontaneous Magic, Formulaic Magic, Ritual Magic, and/or Enchanting.

Parma Magica* (200 MP, if not in the Order of Hermes, must take *Join or Die* for no points)

All Hermetic magi are taught the *Parma Magica* upon graduation from apprenticeship. This ritual requires only ten minutes of uninterrupted concentration and creates a protective barrier around the caster that shields against magic. The protection lasts until sunrise or sunset, whichever comes next. The *Parma Magica* is a skill, and will grow stronger with practice, with no upper limit.

If you already know the secret of the *Parma Magica*, this perk makes yours much more powerful, especially against types of magic that you are skilled in. If you are not part of the Hermetic Order, be careful: the Order guards this secret with extreme jealousy.

Spontaneous Magic* (200 MP)

Hermetic magic has a great deal of flexibility, and mages of the Order are able to effectively invent new spells on the fly. This “spontaneous magic” is weaker and less predictable than memorized formulaic spells, but allows a mage to deal with unforeseen circumstances. Of course, you will need some skill in the type of magic you’re using. For example, a mage highly specialized in *Terram* (earth) magic would be able to spontaneously create a stone bridge, but may not be able to form thoughts in another’s mind.

Hermetic mages already know this technique by default, so this perk significantly boosts the power of their spontaneous magic.

Formulaic Magic* (200 MP)

Most spells are meticulously prepared in the laboratory, constructed through a combination of theoretical understanding and trial and error. They are typically cast using a brief incantation and series of hand gestures. Once designed, these spells can be used as many times as necessary, though casting powerful magics can be exhausting. Formulaic spells can create a huge variety of effects, from creating small lights to dispelling existing magic to controlling minds.

If you are already a Hermetic mage, you have a talent for casting and inventing these types of spells. Those you invent are more powerful than they ought to be, and casting memorized, pre-prepared spells is less draining to your mana/stamina/etc.

Ritual Magic* (200 MP)

The most powerful spells must be cast through lengthy rituals and the expenditure of *vis*; more powerful rituals take longer and are more expensive to cast. Casting can sometimes take hours, but ritual magic is capable of much more than ordinary formulaic magic. Rituals can create permanent effects and target entire cities or more. A typical ritual spell might create a naturally-spreading, highly contagious plague, permanently increase a person's intelligence, transform an entire forest of trees, or even create life.

If you take this perk as a Hermetic mage, you are able to cast more powerful ritual spells, and must only expend half the necessary material components for any spell that requires them. Additionally, you may lead a group of willing mages in ritualistically casting any spell you know (even non-ritual spells), with the power of the spell growing in proportion with the number and power of the cooperating mages.

Enchanting* (400 MP)

You can use *vis* to create permanent magical enchantments on items, with more powerful and/or numerous effects requiring more *vis*. You may create enchantments that use any type of Hermetic magic that you have skill in, and power of the enchantments you can create scales with your magical power and knowledge in that subject, with no upper limit. Enchantments on par with your power level take months of work to create, and you can create even greater effects if you're willing to spend years on them. On the other hand, weaker enchantments can be made in significantly less time, and duplicating enchantments that you or others have created before takes a maximum of three months if you have the notes on their creation, regardless of power level. Additionally, you can link together effects within the same enchanted item. For example, you might give an item a mind-reading and a fire-creating effect so that anyone within its range explodes if they register as hostile to its bearer.

If you are already familiar with Hermetic Enchanting when you take this perk, then you are able to work any supernatural effect that you know into an enchantment, not merely Hermetic magic. In addition, you can create enchantments three times faster than normal.

Hermetic Alchemy* (200 MP)

You may extract *vis* from magical auras, with the amount collected proportional to your magical ability and the strength of the aura. You may only extract *vim vis* this way, useful for metamagic or any spells that affect other magics directly, such as dispel or counterspell effects.

Hermetic mages are trained in this technique, and instead gain the knowledge of how to extract *vis* of any type from a magical aura. They also gain the ability to create automated magical devices that extract *vis* with minimal maintenance.

Bjornaer Heartbeast (200 MP)

Choose one mundane animal. You can transform to and from this specific animal form at will, known as your Heartbeast. You may cast spells with a verbal or somatic component in this form, but it may be difficult if you lack hands or a human-like voice.

After taking this perk, you may convert MP to AP at a 1:1 exchange rate. Any AP spent will modify your Heartbeast.

Criamon Enigma (200 MP)

When Hermetic mages are exposed to powerful, uncontrolled magic such as a botched spell, they risk being sent into Wizard's Twilight, a strange dreamlike state. While the mage's mind experiences bizarre and vivid images and sensations unique to each Twilight experience, their body disappears, becomes incorporeal or otherwise immune to harm and their magic runs wild. One too many Twilight experiences can even lead to Final Twilight, when a mage permanently disappears from the world.

Wizard's Twilight often leaves a Twilight Scar, and while these are frequently detrimental, that is not always the case. If the mage can comprehend the experience, they can gain magical knowledge, new spells or even minor magical powers. With this perk, you are slightly more likely to enter Wizard's Twilight and have a much better understanding of it when you do. You are also protected against Final Twilight and effects that could permanently trap you in similar realms. In future jumps, you have an excellent understanding of bizarre magical parallel dimensions such as the warp or the fade. You are able to survive within these realms for extended periods of time with no risk to your sanity, and may even gain knowledge or powers from direct study.

Merinita Faerie Magic (200 MP)

You gain six exotic effects you can apply to your spells, though these must be worked into a spell during its creation.

First, you may target an entire road, affecting anyone or anything on the targeted path. Second, a spell may be cast upon reaching an agreement or bargain, which will take effect only when the target breaks the bargain. Third, a spell cast on a fire may last for as long as the fire burns. Fourth, you may create a ritual spell that lasts until a specific condition is met. This condition must be actually possible to fulfill, but such a spell is extremely hard to break or dispel without fulfilling the condition. Fifth, you may cast spells that last a year and a day. Sixth, a spell may target all members of a particular bloodline. You need only cast the spell on one person, and it will affect all of their ancestors and descendants for as long as the spell lasts, though each individual may be able to resist the effects with sufficient magic resistance.

Verditius Enchanting (200 MP, requires Enchanting)

You may forge items from raw materials as a part of enchanting the crafted item, and your mundane crafting ability improves your enchanting skill and vice versa. For example, if you are forging a sword, your ability to magically manipulate heat and metal would improve your blacksmithing ability. When enchanting that same sword, your skill in smithing would allow you to create a more potent enchantment. If you were enchanting a wooden staff instead, you would experience a boost based on your woodworking skill. These effects scale with your skill in the relevant field(s) with no upper limit.

When you enchant an item, you may also alter it cosmetically in any way you like, so long as it does not change the physical or magical properties of the item. In addition, when crafting an item, its final form may be impossible to make by mundane means. For example, you may set a gem within wood such that it cannot be removed without breaking the wood, and you may accomplish this without breaking or cutting the wood yourself.

Dream Magic (400 MP)

Dream Magic allows you to enter and affect dreams with your spells, including your own dreams. As dreams are effectively illusionary, most things in dreamscapes are affected by *imaginem* magic as opposed to other forms. From within the dream, you may be able to find your way into the dreamer's imagination or memories, and, once there, you may remain within your subject's mind even after their dream ends. Furthermore, by expending *vis*, you may also grant objects or non-sapient creatures within a dream physical reality, allowing you to take them into the real world. This can create enchanted items near instantaneously, but is much more expensive than taking the time to craft them manually. You also become very skilled at lucid dreaming.

Hedge Mage:

Discounted for Hedge Mages.

Fertility Magic (100 MP)

Fertility magic is one of the most ancient magical traditions, and was nearly ubiquitous within Europe several millennia ago. By guiding an expectant mother in crafting a fertility idol, a simple figurine of a pregnant woman, these early mages ensured the health of the woman and her child, and could even influence the traits that were passed on to the child. You now have the knowledge to perform this magic as well. In addition to the above effects, you may also sense the qualities and traits of an unborn child. If combined with another form of magic, you may easily create spells that safely target a child within its mother's womb.

Canaanite Necromancy (200 MP)

A Canaanite Necromancer may choose the Tribunal of the Levant as a starting location for free.

In the land of Canaan, there once existed necromancers who were able to summon and speak with the dead. Though this tradition was destroyed by the Israelites after their conquest of Canaan, you have revived this ancient knowledge. Using an arcane connection, you may summon the spirit of a deceased intelligent being who has not passed on to the afterlife. Once summoned, you may speak to them and, if they are less powerful than you, command them.

Defixio Magic (200 MP, requires some other type of magic)

Defixio Mages may choose the Roman Tribunal as a starting location for free.

In ancient Greece and Rome, certain worshippers of Hecate, Pluto, Proserpina, Ceres, and Minerva practiced the creation of defixiones, small magical devices that curse or bless a distant target. The secrets of defixio magic were lost as the worship of the Greek and Roman gods was supplanted by Christianity, but you can now integrate elements of this practice into your own magic.

You may cast a spell with an effect that only triggers once a specific condition is reached. For example, you could invent a spell that wounds anyone who enters a specific room or building, but spares those present when the spell was cast. You may also target objects, places, or people with only an accurate depiction or description. A spell could use a sufficiently detailed statue, bust, painting, sketch, or even written description to target the person depicted.

The Hesperides (200 MP, requires some other type of magic)

Claudius Ptolemaeus, also known as Ptolemy, is known to medieval Europe for his contributions to mathematics, astrology and geography, and, by studying his work, you have integrated it into your magic. You may calculate the specific configuration of stars above a geographical location and use this astrological data to target your spells anywhere on the planet. The more careful your calculations, the more accurate your spells, though a good map may also be necessary. Among other things, this allows for relatively safe long-range teleportation without the use of an arcane connection and also magical artillery strikes at distant targets.

The Language of Adam (200 MP, requires Arcane Connections and another type of magic)

By speaking Adamic, the language spoken before the fall of the Tower of Babel, you may assign a name to anything within range of your voice. Once assigned, this acts as an arcane connection to the named being or object in exactly the same way as a person's birth name. If a target already has a name, their Adamic name works alongside their

birth name, though knowing both names grants no additional benefits over knowing only one.

Nightwalker (200 MP)

There are many different traditions all across Europe that the Order of Hermes calls “Nightwalkers.” They are related to each other only by their ability to “stray,” that is, send their spirits out from their bodies as they sleep or through an altered mental state. While straying, a Nightwalker can lead other willing individuals “astray,” force others to sleep, see through illusions and magical invisibility, shift between corporeal and incorporeal form, interact with incorporeal beings as though they were corporeal, and influence the dreams of sleeping people. If a Nightwalker is wounded while straying, the same wounds will appear on their physical body.

When a Nightwalker strays, they take on a specific spiritual form called a *phantasticum*, which varies between different Nightwalker traditions. Common *phantastica* include animals, were-creatures, and the Nightwalker’s human form, equipped for battle with armament appropriate for their culture. Some traditions also have mounted *phantastica*, who ride on anything from horses to giant cats, giant hares or farming implements. Upon taking this perk you may choose a *phantasticum* for yourself, though you may not choose a mythical creature more powerful than a werewolf, and if your *phantasticum* is armed, you must choose period-appropriate armaments. You may take this perk more than once, choosing a different *phantasticum* each time.

Folk Witch (400 MP)

Folk Witches are among the most common mages in Europe. Most peasants know of at least one witch who can be consulted on magical matters, and witch covens often play important roles in village life, especially in areas with little church influence. Despite their numbers, witches not organized, and many never leave the villages in which they were born. The vast majority of witches are women, but there are a few male witches as well.

Folk witches cast a variety of disparate magics, using fetishes, incantations, and potions, depending on the type of magic used. Their spells include speaking with animals, inflicting curses, dowsing, flight, healing, seeing through illusions and invisibility, and shapeshifting.

Folk Witch curses are cast through fetishes or potions. A curse fetish works using an arcane connection described above; the witch must work the arcane connection into the fetish as it is crafted, and the curse will persist for as long as the fetish is intact. In order to curse someone with a potion, the person must drink it. Folk witches can inflict a variety of effects, including disease, aging, strong emotion, inability to speak, and harmful shapeshifting (turning someone into a newt, for example).

Dowsing allows a Witch to find hidden objects, people or places, and must be cast through a dowsing rod or a potion. A sympathetic connection aids enormously in dowsing; for example, if a Witch wanted to find a stream, she might keep a filled waterskin on her person while dowsing.

Flight is accomplished through a fetish or a potion. Flight fetishes are typically ordinary household items such as a broom or large bucket. Potions are single-use but prevent the drinker from tiring themselves through flight.

Folk witches can heal themselves or others with potions or through lengthy incantations, though both of these require *vis*. They can also use similar techniques to restore energy to themselves and their comrades.

Speaking to animals and seeing through illusions are both accomplished via incantations. The Witch's voice must reach the spell's target while casting the incantation.

A Witch can shapeshift into an animal by brewing a potion or by fashioning a fetish from the pelt of the animal the Witch will transform into.

Hyperborean Hymns (400 MP)

Hyperboreans may choose the Island of Hyperborea as a starting location for free.

Far to the north of Europe, there exists a mythical island beyond the north wind: Hyperborea. Here, the god Apollo is still worshipped. For the Hyperboreans' devotion, their deity granted them the Hyperborean Hymns, sacred songs which carry great power. By reciting a Hymn, the singer can choose spell-like powers associated with it. As their talent in each Hymn improves, they may recite it again to gain more powers or improve existing ones, similar to the way a Hermetic Mage studies different types of magic.

The seven Hyperborean Hymns correspond to the Seven Beautiful Names of Light, the sacred names of Apollo. Each Name/Hymn holds dominion over several disparate and often unrelated effects, as follows:

Azai, Beautiful Light, holds sway over life, birth, energy, light, leadership, defense, spirits, and gold. Powers granted by *Azai* might include creating light, or commanding/influencing spirits and other supernatural creatures.

Through *Eloure*, Fire Delighter, a singer can gain influence over water, fertility, emotions, dreams, motherhood, amber and silver. A few examples of powers granted through *Eloure* are controlling a target's dreams, causing rain, or allowing a sterile target to conceive a child.

Iaó, Fire Feeler, grants influence over the senses, cold, wind, the sky, affection, attraction, creativity, pleasure, disease, harmony, copper, and emeralds. It can also allow a singer to sense magic. Typical *Iaó* effects might include improving a target's sight, curing disease, or altering a target's hearing.

Apollo's fourth sacred name is *Óai*, Light Breather. A singer skilled in *Óai* can influence a variety of animals, intelligence, speech, opals, travel, and secrecy. *Óai* could grant powers such as invisibility, astral projection, and teleportation.

Pentiterouni is the name Firewalker, controlling flesh, aging, ash, yew, nightshade, concentration, guilt, coal, lead, onyx, sapphires, authority, and caves. This hymn can grant powers such as flaying a target, granting a corporeal form to a spirit, or inflicting depression.

Psyrinpheu, Fire Breather controls wolves, fevers, sexuality, youth, chestnut trees, heat, conflict, arsenic, diamonds, iron, and rubies; it could grant powers such as increasing durability or courage, blocking pain, inflicting disease, or granting longevity.

The final name is *Semesilam*: Encloser, Lightmaker, and it is uniquely positive among all the Seven Beautiful Names of Light. *Semesilam* is associated with swans, health, music, fruit, morality, benevolence, amethyst, marble, and tin. A singer could use it to gain powers that would relieve anxiety or determine a target's intentions.

The powers obtained through the Hyperborean Hymns are noteworthy in that some of them can last up to nineteen years, and enchantments designed by Hyperboreans can achieve permanent effects without the use of *vis*.

Learned Magician (400 MP)

A Learned Magician may choose the city of Bologna in Italy as a starting location for free.

Learned Magicians, also known as Mathematici, are members of a secret society based within the great university of Bologna. The Mathematici are most well known for their written amulets, but they can also cast simple spells and brew potions.

The magic of the Learned Magicians is based on three Techniques and three Forms. The Techniques are: *Tueor*, which protects the spell's target from specific things, *Succurro*, which enhances specific existing qualities in its target, and *Vulnero*, which harms its target. To create a spell or magic item, these are combined with the following Forms: *Fortunam*, which affects luck, *Magicam*, which governs magic itself, and *Salutem*, which affects health. Unlike Hermetic mages, the magic used by Learned Magicians may influence abstract concepts. For example, while *Salutem* can affect wounds and disease, it could also affect the health of a friendship or even a city.

Learned Magicians' spells can be cast by speaking them from memory, or by reading them from a tome of written spells. Casting a spell verbally takes only a few seconds, but requires practice and memorization to perform properly. Casting a spell from a text can take many minutes, sometimes up to an hour, but does not require prior practice or memorization, only that the caster has a tome containing the spell on hand.

Mathematici are perhaps best known for their amulets and chartae. They are designed with the same effects as a spell, but are more powerful. They are targeted at a specific recipient using that recipient's horoscope, and offer no benefit to anyone else. Learned Magicians are trained in casting horoscopes and need only know the recipient's current location, but knowing the circumstances of the recipient's birth can make the amulet or charta significantly more potent. An amulet or charta is worn or otherwise attached to the recipient (for example, if an amulet affects a building, it might be pinned to the building's wall or buried beneath the threshold. If it affects a group of people, it would be worn by their leader or a prominent member). Amulets and chartae are written, requiring nothing but paper and ink to create. An amulet requires, on average, three months to write, but can last many years, depending on the magician's skill, while a charta takes only a few hours but lasts for only three months, maximum.

Potions and powders work in much the same way as amulets and chartae, respectively, but do not require a horoscope and are therefore not targeted at a specific recipient. They also require a dedicated laboratory to create. If a magician wishes to brew a potion which affects a group, they create a pastille, a hardened lump of paste. To use a pastille, it is burned and the smoke inhaled; anyone who inhales the smoke gains its effects.

Ars Goetia (600 MP)

The Ars Goetia are believed to originate from Solomon and the Witch of Endor as described in the bible, and they grant the user the ability to summon and command supernatural beings. Even so, this practice is highly stigmatized because of how easily it can be used for infernal purposes and how it exposes the user to demonic influence. A practitioner of the Goetic Arts is called a "sorcerer," though some prefer the term "summoner" or "thaumaturgist," due to "sorcerer's" negative connotation.

There are four Goetic Arts: summoning, ablating, binding, and commanding.

Summoning does what its name suggests; it forces a supernatural being to come forth into a circle drawn on the ground by the sorcerer. Only the simplest of circles is necessary, but it must be unbroken, and preparing a detailed or ornate circle can help slightly in containing a powerful creature. A specific creature can be summoned through an arcane connection, often a true name, though a sorcerer can also try to catch any nearby supernatural being in a process called scouring. There is no way to guarantee what sort of creature will be found through scouring, and usually results in a weaker

creature than could be summoned with an arcane connection. Demons are especially common catches, though they will often claim a different realm affiliation. Once a spirit is summoned, the sorcerer must concentrate to keep it contained within the circle on the ground, and, of course, stronger beings are more difficult to restrain. From there, the sorcerer can attempt to bargain with the creature, or use the other arts on it. Despite what demons would have you believe, they are not actually bound by the terms of any deals they make in this manner.

The three remaining Goetic arts can be used on any supernatural creature, but are much more effective on one trapped within a summoning circle.

Ablating is next, and is the process of tearing a creature apart to steal its power. This art is explicitly infernal in nature, and sorcerers who wish to align with other realms are advised to avoid it. By ablating a creature, the sorcerer permanently weakens it, potentially destroying it. If it is not destroyed, it is instantly returned from whence it came, and a being that survives ablation will certainly become the sorcerer's lifelong enemy. Many sorcerers consider this worth the risk, however, as this can steal the creature's powers or knowledge, heal the summoner, extend one's lifespan, extract *vis* from the creature, or even improve one's strength, stamina, dexterity, intelligence, charisma, etc.

Binding allows a sorcerer to attach a supernatural creature to a person or object, causing the creature to disappear and become part of the thing that it is bound to. When bound to a person, the spirit can speak to them telepathically, and that person can use the creature's magic resistance. Over time, they may even learn to use the creature's skills and abilities. Despite the potential for power, it is very risky to bind an untrustworthy being, as even a willingly bound creature will influence the subject with its own personality whether it means to or not. A being bound to an item allows the sorcerer to more easily place permanent effects on it, and substitutes for part of the *vis* cost of doing so.

The final Goetic Art is commanding. Through this art, the sorcerer may issue a single, simple command to a creature, which it must carry out. Unwilling spirits may, of course, attempt to twist the sorcerer's words, and any compulsion ends at sunrise or sunset, whichever comes next. After the command ends, whether because it is completed or due to this time limit, the spirit is free to leave to wherever it came from, though there is usually a gap of a few minutes in which an existing order can be reissued, or another related command can be given.

Elementalist (600 MP)

As an elemental, you cast spells relating to the four elements: Air, Earth, Fire and Water. In a spell, one element is applied to one of four techniques: summoning,

controlling, divining and refining. Each element and technique is a separate skill, and each is developed independently.

Summoning allows an elementalist to call forth the elements from nothing, although it does not control the shape that the elements appear in. It can also summon mundane animals from the local area based on the element used: air summons birds or other flying creatures, earth calls slow-moving or docile animals, such as cattle or mice, fire brings fast and aggressive creatures, and water calls forth aquatic, slimy or scaled animals. An elementalist may also use summoning to create elementals from raw materials, though summoning alone cannot control these elementals. Elementals created this way must feed on *vis* to sustain themselves, so it can be expensive to maintain created elementals for long periods of time. Finally, each of the four humors is associated with an element, and by calling forth the humors within a body, an elementalist may cure or inflict diseases.

Controlling does exactly what its name suggests. An elementalist uses controlling magic to command and manipulate existing elements, animals, and magical creatures using the appropriate element. Controlling magic can also influence behavior in humans by manipulating their humors. This causes the affected human to take on personality traits or be influenced by an emotion associated with the chosen humor/element until they eat and sleep.

Divining gathers information about an elementalist's surroundings, sensing materials, animals, and magical creatures. By sensing the humors within the body, the elementalist can diagnose diseases or determine the target's mood and mindset.

Refining purifies its target or breaks it down into raw materials. It can also be used to produce air, earth, fire, or water *vis*, though this takes a great deal of time and effort. Refining magic can restore or drain the power of magical creatures, and, in humans, can temporarily increase physical and mental abilities.

Gruagach (600 MP)

A Gruagach may choose the Loch Leglean Tribunal as a starting location for free.

The Gruagachan are a tradition of mages hailing from ancient Pictish priests, and mostly reside in the north of the British Isles. They grant blessings, inflict curses, create magical tattoos, shapeshift, create illusions, and receive premonitions.

Gruagach blessings increase a target's physical or mental abilities or improve a target's skills. Each blessing must be accompanied by a prohibition which ends the blessing if broken, and a blessing's effectiveness is increased if the prohibition is easy to break.

Gruagach curses can decrease their target's physical or mental abilities, inflict disabilities, disfigure their targets, or even give negative personality traits. Curses always come with a condition which lifts the curse, determined when the spell is cast. They are more potent and near impossible to resist when cast as a form of poetic justice for some evil act. For example, if a Gruagach noticed a man cheating on his spouse, the Gruagach might curse the man with impotence until he revealed the truth to his wife.

Shapeshifting allows a Gruagach to transform partially or completely into an animal, or take on animal aspects. For example, one might cast a spell to grow wings for flight, or eagle eyes for keen vision. These transformations can be applied to others as well, and is easier to apply transformations that match the subject's personality. A greedy or gluttonous person might be transformed into a pig with minimal effort, and such a spell would have an easier time penetrating magic resistance.

Vision magic involves both illusions and premonitions. It can create images and sounds, grant glimpses of the future, view distant locations or even grant invisibility or silent movement.

The tattoos that the Gruagachan create can carry any effect that their magic can, but permanent. Designing a tattoo requires potentially months of work, depending on the strength of the effect relative to the Gruagach's skill, and inking the tattoo requires vis.

Kabbalah (600 MP)

The Jewish occult tradition of Kabbalah is not technically hedge magic, as it draws on the power of the divine rather than the magical realm. Still, to laypeople, its study and effects strongly resemble the practice of magic. It began in southern France and Iberia in the twelfth century, but was based on Jewish theology and religious practices that had existed long prior.

Kabbalists are known for creating Golems, but they are also able to alter their true names and learn the true names of supernatural beings.

The practice of changing one's true name is known as *Shinnui Shem*. It is based on *Gematria*, a sort of mathematical divination. Each letter of the Hebrew alphabet is associated with number, giving each word a numerical value. Specific mathematical techniques allow one to associate words with each other to discover hidden meanings and relationships. By applying *Gematria* to one's own name in combination with religious texts, one's true name can be changed over the course of three months. This also has a side effect of slowing the Kabbalist's aging, supposedly because it confuses the angel of death.

Golems are formed of clay, at least some of which must be taken from beneath a synagogue. Creating and awakening a golem is a lengthy process, as one or more

Kabbalists shape its body, inscribe holy and astrological symbols upon it, and then engage in a months-long ceremony to awaken it. The more skilled the Kabbalists involved, and the longer they spend on its awakening, the more powerful it will be when completed. At the end of the process, the golem is commanded to protect a specific community, whereupon its clay is transformed into flesh. It becomes a living, breathing creature capable of learning from a teacher and even procreating with humans. A completed, awakened golem is a divine creature, and a Kabbalist can grant it divine powers similar to spells with additional time and effort. It begins its life loyal to its assigned community and extremely trusting of other people.

Kabbalists' third ability is known as *Merkavah*, and allows one to learn the true names of supernatural beings through fasting, prayer, and religious rituals. Typically, this is used on angels, but can be applied to creatures of any supernatural realm. The more powerful the creature, the longer this process takes.

Mechanica (600 MP)

Mechanicians may choose the Tribunal of the Levant as a starting location for free.

In medieval Europe, Heron of Alexandria was known mostly for his philosophical works, but he also produced extensive texts on mathematics, physics and mechanics, which inspired a group of mechanic-mages known as the Mechanicians. These Mechanicians created magical mechanical beings known as Mechanica, some of which even had human-level intelligence. This knowledge spread throughout much of the Eastern Roman Empire, but died out in the fifth century as a result of religious persecution.

You now have the knowledge and skill to revive this tradition, being capable of building Mechanica yourself. While these can be designed to perform simple mechanical tasks, they can also duplicate spell effects, and, with extra effort, they can be “awakened,” granting them magic resistance, the intelligence of an average human and a personality based on their form and materials. For example, a mechanical snake might be deceptive and prone to telling lies, while a being made from iron may be particularly stubborn. A being awakened this way begins its life very loyal to its creator, and will likely remain that way as long as it is not mistreated. Creating Mechanica does not require *vis* despite the fact that they will operate indefinitely if kept safe and well-maintained. The components required for their construction are very expensive, however.

Maleficia (800 MP)

The Maleficia are infernal powers used by diabolists and are not actually magical in nature. However, their use strongly resembles the practice of magic, and this is a misconception that demons and diabolists deliberately propagate, as it encourages strife between mages and mortal followers of the divine.

The Maleficia are powerful and easily learned by anyone in Mythic Europe; so empowered, the lowliest commoners could nearly rival a Hermetic Mage. There is a cost to such power, however: one's own eternal soul. Even beyond this, unholy powers can deform and age the practitioner with continued use, and are likely to backfire if ever used for good. You are protected from such effects and need only surrender some CP rather than your soul, but this is how you may be perceived by those with knowledge of the infernal.

The practice of Maleficia is divided into methods and powers, and each Maleficium combines one method with one power to determine its effects. There are two methods: debauchery and incantation. Debauchery involves the passionate and exhausting commission of some sinful act for several minutes, or injuring oneself, often through cutting one's own flesh. Though the latter is much faster, the former may be done in a lengthy and ritualistic manner to increase the power of the resulting Maleficium. The second method, incantation, is performed by chanting words of power, similar to many magical traditions.

There are six powers associated with the Maleficia, the first of which is consumption. Consumption affects the body, though it cannot create or heal without first taking something. For example, used with debauchery, consumption can strengthen a target in one way while weakening them in another, or transfer attributes between targets. It could also transfer pain or fatigue in the same way, or even cause two people to temporarily exchange bodies. Meanwhile, maleficia cast using incantations can improve the infernalist's skill in a specific task, animate a corpse, transfer wounds between targets or even restore a person's youth while aging another.

Diablerie is the second power of the Maleficia, and grants power over the supernatural. Through debauchery, one can dispel magic, fae, or infernal effects (but not divine), sense, or protect against supernatural creatures, or create infernal auras. Incantations associated with diablerie can bind or command supernatural creatures, or grant certain infernal powers to mortals.

Third is effusion, which is associated with the elements and the physical world. Like consumption, it cannot create physical objects, but it can change, summon or move them. Through debauchery, the diabolist can weaken physical objects, heat objects (it cannot directly create fire, but flammable objects that are sufficiently heated will combust), control or intensify existing weather effects, or ward against natural phenomena such as fire, lightning, or weather. Incantation allows effusion to enchant physical objects with unholy effects, telekinetically control physical objects, teleport objects, chill or freeze a target, or ward against a specific substance, such as metal or bone.

Malediction, the fourth power of Maleficia, curses its targets with various, general ills through incantation or direct harm through debauchery. For example, Maledictions cast through debauchery could cause wounds, or, with sufficient skill and power, instantly kill a target. Incantation based maledictions cause their target to suffer general bad luck, inflict greater misfortune in a specific task, give character flaws, or suppress virtues.

Maleficia cannot create real objects, but through phantasm, they can create convincing illusions or change one thing into another. Phantasms based on debauchery can create illusions, even dangerous ones that can actually inflict harm, render a target undetectable by certain senses, or transform a target to give it different properties or abilities. Incantation improves its targets' senses, allows one to see through infernal illusions, or grants visions into the past or future.

Lastly, infernalists can use psychomachia to affect the minds and emotions of others. Psychomachia maleficia that use debauchery can alter a target's emotions or personality, cause insanity, or force a mage into a twilight experience. Incantations associated with psychomachia can allow for telepathic communication, compel a target, or even control a target's mind.

Vitki (800 MP)

A Vitki may choose *Ultima Thule*, known in the modern day as Scandinavia, as a starting location for free.

The Vitkir are mages who originated in northern Germany before spreading into Scandinavia, Iceland and the British Isles. Vitkar magic is based on Futhark runes, and thus their spells are only cast by carving or writing runes onto an object. Each spell, known as a rune script, takes time to learn or invent, but, once learned, can be cast in the time it takes to carve or write a short sentence. A rune script's duration depends on the material used to write it. Runes written in paint or ink last only days, those carved into wood can last years, and spells engraved in stone or strong metals are effectively permanent unless the runes themselves are destroyed. Unlike other magical traditions, *vis* is not needed for creating permanent effects this way, though *vis* does make them more potent.

Each rune is associated with certain effects, and each spell is defined by a specific rune or combination of runes. Each must be practiced independently of the others, representing its own skill; a Vitki skilled in *Hagalaz*-based scripts is not necessarily good at *Tiwaz*. You gain a journeyman level of skill in each, with the potential to improve with time and effort.

ᚦ, *Ansuz*, the letter “A,” is associated with the mouth, speech, and communication. Rune scripts based on *Ansuz* might improve the target’s persuasiveness, distinguish audible illusions from “real” sounds, grant the ability to speak, translate spoken language, or read a target’s surface thoughts.

ᚷ, known as *Berkanan*, is “B” in the Futhark alphabet. *Berkanan* governs youth, healing and fertility, and is specifically associated with the birch tree. It can be used to accelerate or prevent healing, to target young people or animals, or as a contraceptive.

ᚱ is the letter “D,” and is called *Dagaz*. *Dagaz* means “day,” and growth, light, and the passage of time all fall under its purview. A rune script based on *Dagaz* might cause its target to grow or shrink in size based on the position of the sun or change the target’s rate of aging.

ᚱ, *Ehwaz*, meaning “horse,” is analogous to the letter “E.” The horse is noted for its strength, stamina and mobility and is considered a noble, loyal animal. The *Ehwaz* rune can impart these qualities to its target or promote harmony between man and beast.

ᚼ is the rune *Fehu*, equivalent to “F.” It represents prosperity and wealth, specifically in the form of currency, commodities, and livestock. *Fehu* rune scripts can grant luck or misfortune in acquiring wealth, direct a person to precious metals, or even summon livestock animals.

ᚷ, *Gebo*, the letter “G,” means “gift.” In Norse society, accepting a gift places one under certain obligations, usually giving a gift of equal value in return. Therefore, *Gebo* rune scripts can improve one’s ability to influence others, and particularly powerful Vitkir can even achieve complete mind control this way.

ᚱ is the rune *Hagalaz*, and corresponds to the letter “H.” Meaning “hail,” it represents the cruelty of nature, storms especially. *Hagalaz* rune scripts can increase or decrease the damage dealt by their target or summon storms and other severe weather phenomena.

ᚱ, analogous to the letter “I” in Futhark, is *Isa*, and means “ice.” It represents coldness and stillness in a literal and metaphorical sense. *Isa* can be used to create extreme cold, manipulate ice and water, inflict depression or apathy, or hold a target motionless.

ᚯ, called *Jera*, corresponds to the letter “J.” It means “year,” but is associated with the autumn harvest specifically, and the bounty of nature more generally. Rune scripts

based on *Jera* can improve tasks undertaken for an entire year, such as studying, training, teaching, etc., preserve or improve health, or summon food and drink.

◁, *Kauno*, is the letter “K.” *Kauno* means “pain,” and is associated with heat and fire. With it, a Vitki can inflict, worsen, or heal disease, improve one’s sight, or set things aflame.

⏏ is the rune *Laguz*, meaning “water,” specifically seawater. It is the Futhark version of the letter “L,” and rune scripts that use it can summon water, manipulate water, sense water, sense things in water, grant water breathing, or speed travel over water.

⏏ is the letter “M,” called *Mannaz*. Its meaning is “mankind,” and *Mannaz* runes inspire skill and cooperation in their targets.

⏏, *Naudiz*, “N” in the rune alphabet, means “need.” It can grant fortune or misfortune in times of great need, grant luck in things that the target has attempted and failed before, delay a supernatural effect, extend the duration of another spell, or inflict despair or strife.

◊ is *Ingwaz*, which represents the velar nasal sound, “Ng.” Meaning “Lord,” *Ingwaz* is associated with safety, peace, home, and family. Rune scripts based on *Ingwaz* can grant fortune to a family or household, provide information on one’s home and family, safeguard the health of a pregnant woman and her child, or summon a person that the Vitki has an arcane connection to.

⏏ is the Futhark analogue to the letter “O.” It is called *Othila*, meaning “inheritance.” While *Fehu* represents general forms of wealth, *Othila* is about specific objects such as heirlooms or lands. A Vitki can use it to improve the qualities of an item, making it more effective in its intended use. *Othila* can also be used to summon specific nonliving items smaller than a person.

⏏, *Perth*, corresponds to the letter “P.” Its literal meaning is “cup,” but it is associated with the concepts of fate, luck, gambling, pleasure, relaxation, secrets, and magic itself. In rune scripts, it can affect luck in matters of pure chance, sense, identify or dispel magic, or locate vis.

⏏ is the letter “R” in the Futhark alphabet, pronounced *Raido*. It means “riding,” and thus holds dominion over speed and travel. *Raido*-based magic can help guide a traveler, improve a target’s stamina, repair a vehicle, heal a beast of burden, increase a target’s speed, or summon an object larger than a human, such as a vehicle.

ᚱ is *Sowilo*, “Sun.” It is the runic letter “S,” and is related to light, perception, the divine, and good triumphing over evil. Vitkar magic that uses *Sowilo* might grant improved perception, sight in darkness, the ability to see through illusions, or invisibility. It can also create or extinguish light or detect divine or infernal power.

ᚦ is the letter “T,” called *Tiwaz*. *Tiwaz* means Tyr, the Norse god of truth and battle. *Tiwaz* runes can grant bravery, confidence or skill in battle. They can also locate other people, tell truth from lies, grant mind reading, or predict the actions of others.

ᚦ, *Thurisaz*, represents the “Th” sound in the runic alphabet. Its meaning is “Giant,” “Ogre,” or “Thorn,” depending on dialect. Therefore, Vitkar using *Thurisaz* can weaken and harm supernatural creatures, create plants, destroy plants, or transform a target into a living thing.

ᚱ is the rune for “Aurochs,” corresponding to the letter “U,” and is called *Uruz*. The Aurochs is a symbol of strength and masculinity in Norse culture, and therefore rune scripts based on *Uruz* can increase a target’s strength, grant resistance to mind-altering effects, or summon animals.

ᚹ is the letter “W” in the Futhark alphabet. It is known as “Wunjo,” meaning “Joy.” It is also associated with intoxication, the absence of suffering, and glory in war. *Wunjo*-based magic can improve charisma, reduce or eliminate pain and feelings of fatigue, or inspire joy in others.

ᚻ, *Ihwaz*, means “Yew,” and is analogous to the letter “Y.” The Yew tree is associated with death due the Norse practice of planting them in graveyards, and therefore *Ihwaz*-based spells can create necromantic effects such as sensing, summoning or animating corpses. It can also be used to sense or summon supernatural creatures, summon trees, or increase or decrease a target’s intelligence.

ᚧ is *Algiz*, the letter “Z” in the Futhark alphabet. It means “Elk,” and the rune itself is sometimes interpreted as a hand outstretched in a blocking gesture. It is used for protection and to ward away specific targets. It can also be used to target elk or hands.

Creature Customization:

You may convert CP to AP at a 1:1 ratio. As a Supernatural creature, you may choose any appearance you like; cosmetics are free but set in stone once chosen. Beyond that, your form starts out roughly human-sized and lacking any notable powers or natural defenses. Purchases from this section can alter it to your liking. Since these are only available to Supernatural Creatures and those who take Bjornaer Heartbeast, these are not discounted, they are simply lower in price relative to other perks.

Size (Variable)

You start about as big as a human, but may spend AP to increase your size. For 100 AP, you increase to roughly horse-size. If you spent 200 AP, you could be as large as an elephant. You may spend as much AP as you like this way, with your size following this scaling.

Alternatively, you may make yourself smaller to *gain* AP instead of spending. At +100 AP, you're the size of a small child, while at +200, you're only as big as a housecat. For +300 AP, you are reduced to the size of a small mouse. You may choose to be smaller still, down to a minimum of insect-sized, but this gains you no further AP.

If you have Transformation, the AP cost/gain from this perk is determined by your largest form. For example, if you have an elephant-sized form and a mouse-sized one, it would still cost you 200 AP.

Aquatic (50 AP)

You can breathe underwater and swim with great speed and agility. You are also immune to the effects of atmospheric and underwater pressure, allowing you to survive equally well deep underwater or atop the highest mountains.

Cure Disease (50 AP)

Through touch, tears or some similar mechanism, you can cure disease and neutralize poison. After several seconds of uninterrupted laying-on hands (or crying, etc.), your target is returned to health, as though they had never suffered the effects of the disease or poison afflicting them. If your tears hold healing power, you are able to weep on command.

Transformation (50 AP)

Gain an alternate form, which you can switch to and from at will. Other purchases in this section may apply to one or more forms at your discretion. You may purchase this multiple times, gaining a different form each time.

Lord/Lady of the Wild (50 - 200 AP)

Choose one type of animal which you gain control over, for example, horses or wolves. You can give unspoken commands to this type of animal, which will be obeyed to the best of the creature's abilities. You may speak with and understand your chosen animal, though, depending on their intelligence, they may not have much of interest to say. Your influence only extends to mundane animals, but supernatural beings with a resemblance to your chosen creature will be initially friendly towards you. If you are able to command horses, for example, unicorns would also be well-disposed toward you.

For an additional 150 AP, this applies to all animals.

Flight (100 AP)

You are able to fly, whether through wings, magic or some combination of both. Your maximum speed is determined by your size, with larger creatures able to achieve a higher velocity. You are surprisingly maneuverable in the air, and you are able to fly long distances without tiring.

Improved Characteristics (100 AP)

Choose one of the following: intelligence, awareness, strength, stamina, speed, or beauty. Your chosen characteristic is boosted to superhuman levels. If you choose strength and are not human-sized, then you are many times stronger than your size would ordinarily allow, with superhuman being the minimum. Each time you purchase this, you may choose a different characteristic.

Multi-headed (100 AP)

You gain up to two additional heads, each identical to the first and perfectly under your control. If you have fangs or a breath attack, for example, each head may attack independently. You can also survive decapitation as long as you have at least one head remaining. This may be taken multiple times, adding two more heads each time.

Shapeshifting (100 AP)

You may change your pigmentation and features and may apply minor alterations to your body shape. If you had a human form, you could easily shift to disguise yourself as another human, but not a horse.

Perfect Shapeshifting (100 AP, requires Shapeshifting and Transformation)

You may take any form you can imagine, mimicking humans, animals and inanimate objects with equal ease. The only restrictions on your shapeshifting are that you can't duplicate any perks/powers that you haven't purchased; for example, you could shapeshift convincing claws, but they wouldn't be particularly effective unless you also had Natural Weapon.

Terrify (100 AP)

You inspire fear and panic in your foes through your roar, wail, gaze or similar mechanism. Whether this is mundane or supernatural is up to you; a mundane effect can be resisted through willpower, while magic resistance protects against supernatural terror. You may take this perk twice to make yourself naturally and supernaturally frightening.

Create Bounty (100 - 200 AP)

Choose one type of item that you are able to create at will. For 100 AP, this is something easily obtained, for example, food, alcohol, or a common unworked metal. For 200 AP, you may instead generate something more valuable like weapons, precious metals or gemstones. Regardless of what you choose, the items or substances you create are of impeccable quality but mundane except for the manner of their creation. You may purchase this multiple times, choosing a different type of bounty each time.

Illusions (100 - 300 AP)

You are able to create up to ten human-sized illusions, or combine these into fewer larger illusions. The phantasms you create appear and sound convincing, but are insubstantial.

For an additional 100 AP, you may fill an entire structure with illusions, for example, making an entire dilapidated manor appear as if it is lived-in and well-maintained.

Independent of the previous cost, you may spend 100 AP to make your illusions tangible and capable of affecting smell and taste. These can be used for combat, but are unable to produce magical effects on their own and dissipate when struck.

Inflict Disease (100 - 400 AP)

Choose one non-genetically engineered, non-supernatural disease. You are immune to this disease and may inflict it on others with your touch or breath. Once the target is infected, you have no control over how the disease progresses or whether it spreads to others.

For another 100 AP, you may choose whether the target of your infection is contagious, and for an additional 200 AP, you may choose a supernatural or genetically engineered disease that you have encountered elsewhere in your chain.

Natural Weapon (100 - 200 AP)

Whether through fangs, claws, quills, horns, or something else entirely, you are equipped for combat. The power of your weapon depends on your size, but even without making yourself any larger, a single strike could kill an unarmored human. You may take this perk multiple times, gaining a different weapon each time.

For an additional 100 AP, you may apply venom to your natural weapon. It is potent enough that a typical dose will instantly kill a mundane creature many times larger than you, though you may choose to inject less venom if you wish. You are immune to the effects of your own venom. If you purchase multiple Natural Weapons, you need only purchase Venom once, and it will apply to as many as you wish.

Stealth (100 - 200 AP)

Many mundane animals move about silently and unseen by prey and predator alike; it stands to reason that a supernatural creature might do the same. You now have similar expertise, knowing exactly how to move to minimize sound and where to be to reduce the chance of being seen, regardless of environment.

For an additional 100 AP, you will be capable of invisibility and supernaturally silent movement.

Telekinesis (100 - 400 AP)

You gain the power to move anything within your vision, with strength sufficient to lift and throw an adult human a short distance. You may spend more to increase your telekinetic strength; an extra 100 AP buys the strength to lift a large stone, for 100 AP more you could move a house, and a final 100 AP grants the ability to shift an entire castle.

Teleportation (100 - 300 AP)

At will, you can teleport a very short distance, about 10 meters. For an extra 100 AP, you can extend your range to 500 meters, and for 100 AP more, you can teleport up to 50 kilometers at once. Your teleports are guaranteed not to instantly kill you, for example, by teleporting into a solid object, but you can still emerge in a dangerous situation.

Weather Control (100 - 200 AP)

Choose one weather pattern or event such as a thunderstorm or tornado. You can produce this weather at will, though large effects such as storms may take a few minutes to form. Your weather formation will move at your command and will not harm you unless you wish it.

For an additional 100 AP, you may summon and command any type of weather.

Duplication (200 AP)

You can create up to five duplicates of yourself. You control all of them simultaneously, yet find this no more difficult than controlling a single body. All the copies are “real,” and have all of your skills and powers. If even one survives, so will you. All created duplicates appear to carry the same equipment as the original, but this effect cannot duplicate magic items or complicated technology. Instead, it merely creates convincing

fakes or mundane versions of the item in question. You may take this perk multiple times; each purchase allows you to maintain five more duplicates at once.

Elemental Affinity (200 AP)

Much like a dragon, you possess a breath weapon of an element of your choice. The reach of and damage dealt by your breath depends on your size, but at default, it can easily engulf a horse and rider at thirty paces, killing both. You also gain resistance to this element. You may purchase this multiple times, choosing a different element each time.

Healing (200 AP)

Through touch, tears or some similar mechanism, you can heal the wounds of yourself and others. After several seconds of uninterrupted concentration (or crying, etc.), you can heal any amount of damage short of death, even restoring lost limbs or organs if necessary. If your tears hold healing power, you are able to weep on command.

Natural Armor (200 AP)

Your hide is proof against physical damage. Arrows don't faze you, and men struggle to harm you with swords, spears and axes. Taking this a second time means that you are essentially invulnerable against mundane infantry weapons; only magic or large siege weapons could hope to inflict any damage on you.

Enchanting Music (200 - 500 AP)

By singing or playing an instrument, you can influence the minds of listeners. Your music can lull them to sleep, draw them irresistibly toward you, or influence their emotions.

For an extra 100 AP, you can perform this manipulation without the aid of music, and for another 200 AP, you can achieve complete mind control.

Fortune (200 - 500 AP)

Choose one type of luck which you will be able to influence, for example, money, health, or love. If you wish someone well or offer a toast in their name, you may grant them good fortune in your chosen area. You may choose how long their fortune will last and may cancel this effect at will.

For an extra 300 AP, you may grant blessings of any type, or give powerful blessings of general good fortune.

Life Drain (200 - 600 AP)

When drinking the blood or eating the flesh of a human or other intelligent creature, you heal extremely quickly, closing grievous wounds and regenerating limbs in seconds. This also makes you faster, stronger and generally more powerful for several days; this

effect increases the more flesh/blood you eat/drink. Additionally, a few cups of blood or a few pounds of flesh will feed a human-sized creature with Life Drain for an entire day.

For an additional 200 AP, you may instead drain an intelligent creature of its life energy through touch, achieving the same effect as drinking blood. This will not kill your target unless they are drained continuously for several minutes, but will leave them physically weakened, exhausted, and susceptible to disease.

For 200 AP on top of the previous two hundred, you may drain a target's life by simply looking at them.

Misfortune (200 - 500 AP)

By speaking a curse in another's presence, you may inflict them with terrible misfortune in one specific regard, for example, money, health, or love, to be chosen when you take this perk. Your target does not need to hear the curse, but your voice must reach them regardless. For example, you may have to shout to curse a person far away from you, but it will affect even a deaf target. The curse will last until you choose to dismiss it, though you do not need to be in your target's presence to dismiss your curse.

For an additional 300 AP, you may curse your target with misfortune in any area, or simply inflict them with Final Destination-levels of bad luck.

Lord/Lady of the Forest (300 AP)

All plants obey your commands. Everything from the greatest tree to the smallest shrubbery lives, grows, and dies at your command. You can grow fields in seconds or cause foliage to wither and die at your approach. You can exert telekinetic control over plants or influence the direction in which they grow, allowing you to grasp at your enemies with roots or strike them with branches.

Regeneration (300 AP)

You are capable of regenerating from any wound that does not instantly kill you. Flesh wounds close in seconds, and lost limbs regrow in minutes.

Swarm Body (300 AP)

You are composed of a swarm of many tiny creatures such as rats or worms, making you extremely difficult to kill without area-of-effect attacks. If part of the swarm is killed, it will grow back over the course of a few weeks or months, depending on the extent of the damage. This can be accelerated by regeneration perks, of course. If even a single creature of the swarm survives, you survive as well. Additionally, you may scatter the creatures that comprise your body, allowing you to hide, attack as a large group, or squeeze through small gaps. Each individual member of your swarm has a small fraction of your powers such that, when combined, they match your full strength.

Incorporeal (400 AP)

You are incorporeal, rendering you unable to interact with the physical world except through supernatural abilities. This also means you are completely immune to physical harm and can pass through walls. Magic can still affect you, though, and if you do want to make use of a corporeal body, you'll need an alternate form or a way to disable this perk.

Petrify (500 AP)

The Gorgons of Greece would turn anyone who looked upon them to stone, and now you have this ability as well. Any being that looks at any part of you is instantly petrified. The effect is transmitted through direct line of sight, so it can be foiled if your opponents are blind, close their eyes or view you through a mirror, but if they do set eyes on you directly, only magic resistance can protect them. Unlike the Gorgons, you may turn this on and off at will.

Prophecy (500 AP)

Whenever you look at a living being, you are able to foresee the exact moment and circumstances of their death. This is not set in stone, and by acting to prevent the circumstances that you have foreseen, you may alter their fate. Destiny is fickle, though, so be careful; incautious action may only hasten their end.

Items:

Personal Vis Source (50 CP, one free for Hermetic Magi and Hedge Mages)

You possess an object or know of a location that produces one pawn of *vis* per month. *Vis* is always associated with a specific type of magic, such as *Creo*, *Intellego*, or *Aquam*. Naturally occurring *vis* usually accumulates in a form relevant to its associated art; for example, *Creo vis* might appear in seeds, and *Terram vis* might be found in gems or crystals. You may pick the type of *vis* produced and the form it takes when you purchase this item. If this is a location, only you know of it, and no others will find it unless you choose to tell them. After this jump, it will be integrated into the world, your warehouse or a property you own at your discretion.

Vis is currency in the magical world due to its use in ritual magic and enchantment. In most magical traditions, it is necessary to produce any permanent effects.

Variable Vis Source (50 CP, requires Personal Vis Source)

Apply this to one of your purchases of Personal Vis Source; it may be taken multiple times if you have more than one of them. Each month, you may change the type of *vis* that is produced by your Personal Vis Source.

A Rook of Vis (200 CP, requires Personal Vis Source)

Apply this to one of your purchases of Personal Vis Source; it may be taken multiple times if you have more than one of them. Your vis source produces ten pawns per month instead of just one. These may be all of the same type or a variety, decided when this item is taken.

A Queen! (300 CP, requires A Rook of Vis)

Apply this to one of your purchases of A Rook of Vis; it may be taken multiple times if you have more than one of them. Your vis source produces one hundred pawns per month instead of just ten. In magical society, to say that you are fabulously wealthy would be an understatement; a well-off group of mages might collect one hundred pawns of vis in a year.

Summa (50 CP)

This comprehensive, extremely well-written text teaches a single subject that you are already familiar with. For example, a Hermetic Mage could choose a *Rego summa*, and a soldier could pick a swordsmanship *summa*. Though you might be knowledgeable in this topic, the book will alter itself to suit the skill level of its reader. This way, you can continuously improve by studying it. You may purchase this multiple times, choosing a different subject each time.

Landed Noble (200 CP, discounted Covenfolk)

You gain lands, subjects, and a title. Each time you take this item, your station is improved by one step on the following list: Baron/Baroness, Count/Countess, Duke/Duchess, King/Queen. Your exact title may differ based on your starting location, but your lands and income will be appropriate to your station regardless. Your subjects, vassals and lands will follow you into later jumps either integrated into the world, into another property you own, or as a warehouse attachment.

If you chose the “Covenfolk” origin, you rule a land that contains one or more covenants, instead of working for a covenant. A Hermetic Mage who also rules lands would face a great deal of legal trouble from the Order for interfering with mundane affairs (explicitly forbidden by the Code of Hermes), while a hedge mage may wish to carefully hide their talent.

Covenant (400 CP, discounted Hermetic Magi and Covenfolk)

A covenant refers to a group of Hermetic Magi who live together or the area in which they reside. Presumably you’ll provide the former yourself, so this item is only the latter. You gain a covenant in an ideal location for any mage. It is well-protected by either natural barriers or by a magical regio that stymies unwanted visitors. It contains all the buildings and mundane personnel necessary for smooth, self-sustaining operation, including farmland with peasants to work the land and many specialized craftsmen, such as smiths, tanners and scribes. It also has luxurious (by medieval standards) quarters for

you and your companions. Finally, it features well-equipped magical laboratories within a staggeringly powerful magical aura - ideal for spellcasting and research alike. In future jumps, your covenant may be integrated into the world, your warehouse, or a property you own.

Great Library (600 CP, discounted for Hermetic Magi and Hedge Mages)

At the covenant of Durenmar, the Magi of the Hermetic Order meet every thirty-three years for a Grand Tribunal. It was the first covenant ever founded by the Order, and remains its most important site. It is fitting, then, that Durenmar's library is the greatest collection of magical knowledge in the Order, and likely all of Europe. You now own a copy of this library, which appears in your warehouse or a property you own. It would take lifetimes for an ordinary human to read every tome contained here, and it will expand, adding magical knowledge from each world you visit.

Companions:

Troupe (50 CP)

While I'm sure you can handle things on your own, Mythic Europe is really intended to be a group experience. Import up to two existing companions with 600 CP each, and their choice of origin. You may purchase this as many times as you like.

Sodalis (100 CP)

During your travels, fate will conspire to place this mage in your path. For one reason or another, they'll want to tag along on your adventures in this world. Treat them well, and they'll happily accompany you into the next one as well.

Your compatriot is either a Hermetic Magus/Maga or a Hedge Mage. Hermetic Magi gain 600 CP and 400 MP, as well as all of the free perks associated with their origin. Hedge Mages have 800 CP and 1200 MP. You may import an existing companion through this option if you wish. This can be taken multiple times.

Familiar (100 CP)

Mythic Europe contains a massive variety of supernatural beings, if you know where to look. This particular one seems to like you, or at least wants to stick around. If you're a mage, and you ask nicely, it may even agree to be your familiar.

It begins as a Supernatural Creature with 800 CP and 1200 AP. It may be from any realm you wish, but know that it's a very, very bad idea to bind a demon as a familiar, and binding an angel has probably never happened before. You may import an existing companion as a Familiar. This can be taken multiple times, but you can only ever bind a single familiar.

Grog (100 CP)

When you're uncovering world-shaking magical secrets, who's going to clean your floors, cook your meals, and occasionally take an arrow for you? This person, that's who. Whether happily or begrudgingly, this peasant, artisan, servant or soldier works for you. They take their duty seriously, or at least seem inclined to continue as long as you're not a completely terrible boss.

Your Grog begins with the "Covenfolk" origin and 1000 CP (this includes the +200 CP gained by taking the "Covenfolk" origin). You may import an existing companion as a Grog, but that seems kind of mean, frankly. You may take this multiple times.

Drawbacks:

Homebrew (+0 CP)

Don't like the setting? Choose a different one to transplant the magic system into! Enjoy a Tolkienesque fantasy with elves, dwarves and orcs, or tread in the shadows of powerful megacorps as a cybernetic spellslinger. Alternatively, you may turn this jump into a supplement.

Divine Nature (+0 CP, mandatory for Divine Creatures, +100 CP for other origins)

Cannot be taken with other "Nature" drawbacks.

As an angel, you are bound to the will of heaven and completely incapable of doing evil, as defined by a literally medieval interpretation of Abrahamic scripture. In addition, you will be occasionally called upon to reward the faithful and punish or redeem the wicked. You must also oppose the forces of Hell wherever you find them.

Faerie Nature (+0 CP, mandatory for Divine Creatures, +100 CP for other origins)

Cannot be taken with other "Nature" drawbacks.

Faeries are defined by the stories mortals tell about them. As one of their number, you are also subject to this restriction, being compelled to act out the tales and legends that follow you. Though you'll certainly be able to influence these stories through your actions, you'll never be able to completely control what others are saying, and your legend may evolve in surprising ways with repeated retellings.

Infernal Nature (+0 CP, mandatory for Infernal Creatures, +100 CP for other origins)

Cannot be taken with other "Nature" drawbacks.

You are an agent of Hell, dedicated to spreading evil and sin on Earth. Much of your time must be spent tormenting the innocent or tempting mortals to damnation. When

you're done with those you corrupt, you'll be inclined to kill them too, denying them a chance at redemption.

Just a Few More Seasons (+100 CP)

Double the length of your stay in this jump. You may take this drawback as many times as you like, but may only gain a maximum of 300 CP from it. If you choose it alongside "Interfere Not in the Affairs of Mundanes..." or "Deal Not With Devils...", then you will not be able to leave early, even if you complete the challenges posed by those drawbacks before your allotted time is up.

Peasant (+100 CP)

For the duration of this jump, you lose access to any stored wealth and find it nearly impossible to hold onto any form of wealth that you earn.

Verditius Casting Tool (+100 CP, requires magical or supernatural abilities)

Cannot be taken with "Mundane." You are reliant on a simple item such as a staff, wand or ring in order to use any supernatural perk, power or ability. This item must at least be on your person to use such powers. If it is lost or destroyed, it takes a month to craft and attune another one.

Apprentice (+100 CP, requires any magic perk)

You haven't learned any of the magic you bought here. Not yet, anyway. You're an apprentice, and you'll need to learn each magical perk under the tutelage of your *parens*. Fortunately, your *parens* is an excellent teacher and wishes to see you succeed, and it won't take more than a few years for you to complete your apprenticeship.

Uncaring Parens (+100 CP, requires Apprentice)

Your teacher doesn't particularly care about your education; instead, they'd rather keep you around as an unpaid lab assistant. They're not actively malicious, but teach only reluctantly, since the sooner you graduate, the sooner they lose their free labor. Should you somehow find a different teacher, you'll find that the new one is just as bad as the old one.

Abusive Parens (+100 CP, requires Uncaring Parens)

Actually, your teacher is actively malicious. They don't just want your labor, they seem to genuinely enjoy your pain and suffering, seeking out any opportunity to torment you. You'll have to put up with it, too, if you want to learn any of the magic you bought, since no one else will be willing or able to teach you.

Inheritance (+100 CP, requires Landed Noble)

You don't actually control any lands yet; an elderly relative of yours does. You stand to inherit those lands when the current ruler dies - if you can survive that long. Other nobles want your inheritance and will try to kill or manipulate you to claim it for

themselves or their kin. In roughly five years, your relative will pass on, and if you are still alive (and not responsible for your relative's death), you will claim your inheritance. After this, the assassination attempts will probably subside. At the very least, if they continue, they'll be a result of your own actions and not this drawback.

Personality Flaw, Major (+200 CP)

Choose one personality trait, which becomes the one thing your entire personality revolves around. A wrathful individual would overreact to the slightest provocation, real or imagined, while someone lecherous would go out with the kitchen sink if it put on a tutu. This need not be a negative trait either, so long as it hinders you; you could choose to be extremely generous, giving away your belongings to anyone less fortunate.

Twilight Prone (+200 CP)

You are often exposed to uncontrolled magic such as botched spells, and are far more susceptible to Wizard's Twilight than most. To make matters worse, your Twilight experiences are extremely difficult to comprehend, often resulting in harmful lasting effects such as lost magical knowledge and spells. Making a great effort to learn about the Criamon Enigma will help mitigate this, but will never allow you to completely overcome its effects.

Blatant Gift (+200 CP)

Your magical gift is more off-putting than usual. People you know may become angry or jealous of you and strangers treat you as if you have a reputation for dishonesty and treachery. Unlike The Gift, your presence is made known to others around you even if you don't talk to them, making it nearly impossible to blend in, and very hard to go unnoticed.

Weakness (+200 - 400 CP)

There is a specific substance or source of damage that you are particularly weak against. It easily bypasses your defenses and even the slightest exposure causes extreme pain. For 200 CP, this is relatively rare, like silver or a specific type of magic. For 400 CP, your weakness is readily available even to the peasantry, such as heat or iron.

Mundane (+300 CP)

Cannot be taken with "Verditius Casting Tool." You lose all magical, psionic and otherwise supernatural perks, powers, and abilities from other jumps. Any magic you acquire here will be gained at the end of the jump. If you chose the Hermetic Magus/Maga origin, you are a Redcap, a mundane tasked with ferrying messages between covenants and granted all the same rights and status as any other Magus. If you chose the "Apprentice" drawback, your *parens* will teach you the theoretical framework for magic, and you'll gain the actual casting ability at the end of the jump. Supernatural creatures will become natural creatures, and their purchased abilities will also be unlocked on the jump's conclusion.

Medieval Paradigm (+300 CP)

Medieval Europe had some *interesting* ideas about how the world works. Now, those beliefs are all true. The sun really does revolve around the earth. The body is governed by the four humors: blood, phlegm, yellow bile and black bile. Good luck getting any of your technology to work now that electricity doesn't exist and lightning is literally the wrath of god. Even purely mechanical devices may fail under Aristotelian physics.

Join or Die (+300 CP)

The Order of Hermes has a "join or die" policy when dealing with other wizards. While most Hermetic Magi are content to overlook weaker, non-hostile mages, they enforce this policy very strictly on skilled hedge wizards and anyone who knows the Order's secrets. Now the Order seems to know exactly where you are at all times and won't take no for an answer. If diplomacy fails and the Hermetic magi are unable to defeat you in direct combat, they will turn to more subtle methods. Be warned: they can be viciously clever and creative with their magic. If you are already a member or you do decide to join, you'll be compelled to seek out and apply this policy to increasingly powerful spellcasters.

Interfere Not in the Affairs of Mundanes... (+400 CP)

...lest you bring ruin upon your *sodales*. The current Pope, Honorius III, has declared the fifth crusade a few years late, and instead of targeting the Ayyubid Sultanate, he has marked out all magic users everywhere, the Order of Hermes in particular, as the enemies of Christianity. Now all of Christendom is out for the blood of mages. Mages are powerful, it's true, but the Order numbers only about a thousand, and even the more numerous hedge mages are outnumbered by staggering odds. You will need to ensure that the Order of Hermes not only wins this war, but has a membership of above five hundred Magi before you can move on to your next jump. If you accomplish your task early, you may choose to stay the entire ten years or leave as soon as your objective is completed.

Deal Not with Devils... (+400 CP)

...lest you imperil your soul and the souls of your *sodales* as well. Those damned (literally) fools in House Tytalus have tried to outwit the devil once again, with predictable consequences. Nearly every Tytalus maga and magus has turned to devil worship and they've corrupted a sizable portion of each other House in the Order as well. Before you can continue to your next jump, you must help the Order in rooting out and destroying these traitors and their demons, and the Order must have a membership of at least three hundred loyal Magi. Should you accomplish this before ten years have passed, you may choose to leave early or remain for the rest of the allotted time.

End

That's enough for me, thanks. Time to go home.

Same time next week? Stay here.

Let's try something new. Next jump.

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Erik Dahl, Timothy Ferguson & Mark Shirley, *Realms of Power: The Infernal* (2006).

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Changelog

V1.1

- Specified that starting location is randomly determined or chosen freely for 50 CP
- Corrected cost of Telekinesis
- Added Maleficia to Hedge Mage magic section.
- Added Ars Goetia to Hedge Mage magic section. Like Kabbalah, these two are not actually magic (since Maleficia are infernal and the Ars Goetia are in most cases infernal), but again, there's not really enough content for a separate origin.
- Minor adjustments to wording/language
- Updated bibliography to match new content

V1.0

- Affinity with [Art] now properly uses bold font
- Personal *Vis* Source now properly uses bold font
- Now able to purchase multiple *Summae*
- Reduced *Summa* cost
- Gave Hermetic Magus/Maga origin a cost
- Reduced Hermetic Magus/Maga starting MP and reduced the cost of several Hermetic magic perks
- Gave Hedge Mage origin more MP

- Altered *Sodalis* companion creation/import to match Hermetic Magus/Maga and Hedge Mage changes
- Gave Supernatural Creature origin more AP
- Altered Familiar companion creation/import to match Supernatural Creature changes
- Every companion creation/import option can be taken multiple times
- Increased A Rook of *Vis* cost to 200 CP
- Added to descriptions of Variable *Vis* Source, A Rook of *Vis*, and A Queen! to clarify their interaction with multiple purchases of Personal *Vis* Source
- Supernatural Creatures are now accounted for in the description of the Mundane drawback
- Added CP to AP conversion in description of Creature Customization section
- Added Divine, Faerie, and Infernal Nature drawbacks, altered Supernatural Creature description to match
- Criamon Enigma now provides protection against Final Twilight
- Added nineteen year duration to Hyperborean Hymns
- Added Kabbalah to Hedge Mage magic section. Technically this is a divine practice and not hedge magic, but there just isn't enough material on divine characters to make a separate origin.
- Added Dream Magic to Hermetic Magus/Maga magic section
- Added Just a Few More Seasons drawback
- Reduced AP cost/gain from size changes in Creature Customization section
- Minor adjustments to wording/language
- Updated bibliography to match new content