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# Chapter 1

# Introduction

## Welcome!

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Welcome to *A Medieval Tapestry: Personalities of Mythic Europe*. This book presents more than fifty characters that will enhance your **Ars Magica** saga with their personalities, skills, backgrounds, and medieval flavor.

Each character in this book represents a snapshot of life in 1220 AD. Not only are they concrete characters, ready for use, but they also serve as lessons about the middle ages. Most characters feature sidebars that inform storyguides and players alike about life in Mythic Europe. Godfrey of Outremer (page 81), for example, is a Knight Templar. The sidebars that accompany him are entitled “Templar Virtues” and “The Assassination of Conrad of Montferrat.” They provide new rules for player characters and historical background on the assassination of one of the Christian rulers in the Holy Land, respectively. Wat, Master of Hounds (page 108), is accompanied by a sidebar that details the types of canine breeds that were common in 1220. Nigel the Advocate’s sidebar (page 86) details English common law, a new legal development in the early 13th century. These are just a few examples of the wealth of information you’ll find lurking amongst the colorful inhabitants themselves.

## Using *A Medieval Tapestry*

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You can put the information presented here to work in many different ways. A few of the most obvious are listed below.

### Ready-Made Characters

When you have a visiting player or an established player who’s looking for something new or different, you can use the characters from this book as ready-made player characters. All of the characters marked with an asterisk (\*) in their statistic sidebars were strictly created using the player character creation rules from the fourth edition rulebook. Others can be used by players at your discretion.

On the other hand, if you simply need a few non-player characters to fill in an underdeveloped area in your saga, the ones presented here can easily be used to fit the bill.

### Saga Ideas

Most of the characters presented in *A Medieval Tapestry* are accompanied by one or more adventure seeds. Adventure seeds are concrete ideas for simple

# Chapter 2

# Magus Archetypes

In this chapter, you'll find six archetypes for creating magi. They are similar to the magus vocations found in the third edition of *Ars Magica*—they represent philosophies of life and magic that span houses.

The archetypes presented in the section are meant to help break down the idea that the houses of Hermes represent monolithic patterns of thought stamped indelibly on all magi of a given lineage. They are meant to drive home the idea that while all magi of Bjornaer (for example) tend to have similar training, they can still have vastly different motivations, methods, and philosophies.

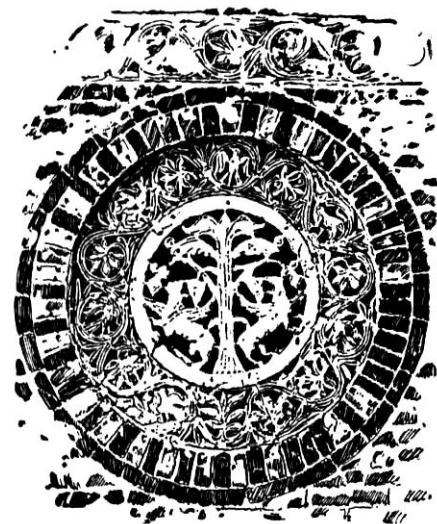
None of the mechanical steps of character creation change when you use an archetype to create a magus character. Like the Companion and Grog vocations presented in the fourth edition rulebook (on pages 26-31), these are here to make you think and give you ideas. You are free to combine, change, or ignore these (and forthcoming) archetypes as you see fit.

Each archetype has a list of Suggested Virtues, Suggested Flaws, Suggested Abilities, Suggested Arts, and Suggested Spells. All of them are just what they say they are: suggestions. They are not meant to present a cookie-cutter with which to mold your character like all others of that type. Instead, they point out ideas you might not have considered otherwise. An example outlook of a magus of each house is also given with each archetype, so you can see how the dynamics of lineage and individual interact.

Once your character has been created, remember that archetypes are broad, “unofficial” categories, not specific pigeon-holes that characters themselves refer

to. There is no Association of Covenant Builders, or Guild of Hermetic Theorists. There may very well be caucuses and gatherings of magi who tend to think alike, but archetypes are not political affiliations like houses are.

After each new archetype, an example character is given. These characters exemplify the spirit of these archetypes: when thinking of a magus of Bjornaer, your first thought is probably not of a magus squirreled away in a library. Nevertheless, Ulula the Bjornaer bibliophile is certainly a unique and playable character, and one that flows plausibly from the background of *Ars Magica*. The other example characters are similar. They show how, using these archetypes and those of your own devising, you can expand your ideas and create characters that break the traditional molds of fire-mad Flambeau, indecipherable Criamon, and flighty Merinita.



# The Theorist



**Suggested Virtues:** Inventive Genius, Free Study, Great Intelligence, Incredible Intelligence, Mythic Intelligence

**Suggested Flaws:** Driving Goal, Reclusive, Delusions (of great genius)

**Suggested Abilities:** Magic Theory, other Arcane Knowledges

**Suggested Arts:** Vim or specialty

**Suggested Spells:** A cluster of related ones to give similar spell bonus in research

Not all of the secrets of magic were unfolded by Bonisagus. There remain great discoveries to be made. These range from the simple invention of new formulaic spells to the discovery of whole new theories of magic. A young theorist should concentrate on the easier problems, so that his understanding of magic will be improved and he will be ready to tackle the truly great problems. His personal power may fall behind his peers as he wastes seasons following leads that go nowhere, but success would win him renown beyond their wildest dreams.

**Bjornaer:** How can we hope to truly understand our heartbeasts, if we do not understand the process of change? Now I am a man. . . and then I was a robin. Does anyone understand this magic?

**Bonisagus:** It is our responsibility to carry on the work of our great founder. The limits of his system may yet be surpassed.

**Criamon:** The mysteries of the Enigma are best sought through the mysteries of magic. If you understand the creation of the smallest pebble, you understand the creation of the world.

**Ex Miscellanea:** Our traditions are different from Bonisagus', and are in danger of

being swallowed up. If we could find a way for all magi to learn our ways, perhaps Bonisagus's theory would be the one swallowed.

**Flambeau:** If we would burn our foes, we must create the tools with which to do it. Why throw fire, when it could consume them from within, or run through their veins? Could we not robe ourselves in flame and strike at our enemies?

**Guernicus:** There is still much that is

hidden from us by the weakness of our magic. The past requires a ritual to see, and the future is wholly closed. These restrictions hinder the course of justice.

**Jerbiton:** Study is a natural goal of human beings; indeed, Aristotle says it is the highest goal. Singers study song, and orators, oratory. So will I study magic.

**Mercere:** No other house really understands our needs, and so they do not

