

## Ars Magica Errata

Although we try to get everything right the first time, problems and typos have a way of slipping into everyone's publications. Ars Magica is no different. This page lists known mistakes in the Ars Magica 5th Edition rulebook and sourcebooks. This list does not include typographical errors (like misspellings) that don't impact the text meaningfully.

### Ars Magica Fifth Edition, First Printing

**Credits (p. 2):** Add "Andrew Mitchell" to "Fifth Edition Design Contributions", between "Andrew Gronosky" and "Mark Shirley".

**Die Rolls (p. 6):** "role" in the last line should be "roll".

**Intelligence (p. 18):** Replace the first sentence with "Intelligence represents the power to analyse and synthesise concepts, as well as simple memory." Expand the end of the final sentence: "common sense, street savvy, wisdom, and the ability to learn are not described by Intelligence."

**Format (p. 20):** If you are British, no change is needed. If you are American, replace every occurrence of "brackets" with "parentheses". Yes, the British English for "parenthesis" is "bracket" (US brackets are "square brackets").

**Specialist Template (p. 21):** Axe & Heater Shield Initiative should be +1. Fist Initiative should be 0.

**Knight Template (p. 23):** Change the Single Weapon Ability entry to 'Single Weapon (heater shield) 5+2'. Replace the combat statistics for long sword and heater shield as follows:  
**Mounted:** Init +2, Atk +17, Def +17, Dam +7  
**On foot:** Init +2, Atk +14, Def +14, Dam +7

**Criamon Template (p. 25):** Enigmatic Wisdom 3 (riddles) should be Enigmatic Wisdom 3+2 (riddles).

**Guernicus Template (p. 26):** Replace In 12 (5) with In 12+3 (5).

**Jerbiton Template (p. 26):** Replace Veil of Invisibility (Pelm 20) +11 with Illusion of Cool Flames (Pelm 10) +6.

**Mercere Template (p. 26):** The Casting Totals for both Clouds of Rain and Thunder and Clouds of Summer Snow should be +35. The Casting Total for Wings of the Soaring Wind should be +27.

**Merinita Template (p. 27):** Delete "Faerie Magic (illusions) 1".

**Verditius Template (p. 28):** Terram is 12+3.

**Darius Example - Apprenticeship (p. 32):** He spends 15 exp on Penetration 2. Replace Grip of the Choking Hand with Dust to Dust.

**Darius Example - Post-Apprenticeship (p. 33):** He raises Corpus to 13, not 15.

**Darius (p. 34):** His Encumbrance is 0 (2). Gift of the Bear's Fortitude should be listed before the PeCo spells, not after.; Replace Grip of the Choking Hand with Dust to Dust; Seven League Stride is level 30, not level 35.

**Table (p. 38-39):** Add "Offensive to Animals" to the list of General Minor Flaws. The "General, Supernatural" heading should be "Supernatural, Major".

**Apt Student (p. 40):** Replace "Study Total" with "Advancement Total".

**Flawless Magic (p. 42):** Change the final sentence to read "Further, all experience points you put into Spell Mastery Abilities are doubled."

**Good Teacher (p. 43):** Replace "Study Total" with "Advancement Total".

**Inventive Genius (p. 44):** Should be after Intuition, to be in alphabetical order.

**Mastered Spells (p. 46):** Change the penultimate sentence to read "You may take this Virtue if you also have Flawless Magic, to give you more experience points to spend on mastering your spells."

**Minor Magical Focus (p. 46):** Replace the final paragraph with: "When you cast a spell or generate a Lab Total within your focus, add the lowest applicable Art score twice, as for a Major Magical Focus (page 45)."

**Puissant (Ability) (p. 48):** Replace the first sentence of the text with: "You

are particularly adept with one Ability, and add 2 to its value whenever you use it. Note that you do not, in general, use an Ability when learning it, teaching it, or writing about it."

**Puissant (Art) (p. 48):** Replace the first sentence of the text with: "You add 3 to the value of one Art whenever you use it."

**Redcap (p. 48):** At the end of the second paragraph, add: "Redcaps created some years past Gauntlet get improved enchanted devices, as described above, and, if applicable, a Longevity Ritual."

**Clumsy Magic (p. 52):** Should refer to "aiming" not "targeting". Aiming is described on page 86.

**Greater Malediction (p. 54):** Replace "Major, General" with "Major, Supernatural".

**Incomprehensible (p. 55):** Add "If you are a magus teaching spells, halve all applicable Lab Totals, both yours and the student's."

**Waster of Vis (p. 61):** Replace "if you botch" with "if you roll a zero".

**Weird Magic (p. 61):** Replace "Roll one extra botch die when you botch" with "Roll one extra botch die when you roll a zero".

**Abilities by Type (p. 63):** Move (Area) Lore to be after Animal Handling. Add "Magic Theory\*" to Arcane Abilities, after Magic Lore.

**Ritual Magic (p. 81):** In the last line of the central column, replace "major" with "heavy".

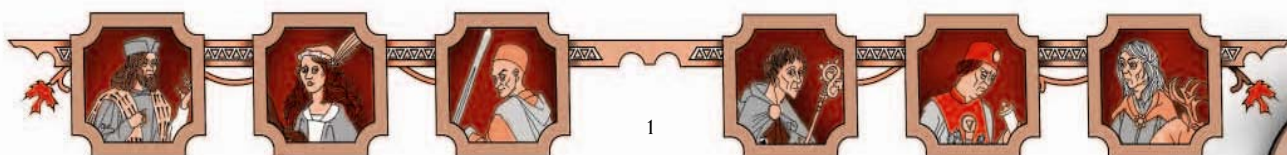
**The Functioning of Magic Resistance (pp. 85-86):** Delete the final sentence of the first paragraph on page 86, starting "Note that..."

**Verditius Magic (p. 93):** Add the following sentence to the end of the penultimate paragraph: "The magus, or any other magus, may invest effects in the device as if he had paid the full, normal cost to open it."

**Arcane Studies (p. 94):** Replace "are" with "is" in the first sentence.

**Designing the Effect (p. 98):** The final comma in the sentence beginning "Wands with offensive powers..." should be a semi-colon.

**The Initial Bond (p. 104):** Replace "level" with "Lab Total" in the



penultimate sentence of the final paragraph: "This costs one pawn of vis for every five points or fraction thereof of the Lab Total."; Replace the first sentence of the formula under Familiar Bonding Cost with: 1 pawn of vis per five levels or fraction of the binding Lab Total.

**Magical Wards** (p. 114): In the final sentence add "(Range Personal, Target Individual)" after "the magus".

**Spell Format** (p. 115): Delete "are depicted in the diagram on this page and".

**Design** (p. 116): Replace "bracketed" with "parenthetical", if you are American.

**Animal Spells** (p. 117): Delete "and The Immaculate Beast (MuAn15)." from the end of the second paragraph.

**Animal Spells** (p. 117): Add "Most shapechangers do not change their essential nature, which remains human, so their bodies can still be affected by Corpus spells." to the end of the paragraph beginning "A Bjornaer..."

**Beast of Outlandish Size** (p. 118): Replace the second sentence with "This change modifies Strength by +2, the range for each wound level increases by one, and Quickness falls by one."

**Beast of Miniscule Proportions** (p. 119): Replace the second sentence with "This modifies Strength by -4, reduces the range for each wound type by two points, and increases Quickness by +2."

**Perdo Animal** (p. 119): The "Level 20" heading was omitted between Agony of the Beast and Blunt the Viper's Fangs.

**Ward Against the Beasts of Legend** (p. 120): Replace the first sentence with: "No magical beast whose Magic Might is equal to or less than the level can affect anyone within the Circle or, if it is within the Circle, affect those outside."

**Aquam Spells** (p. 121): In the second paragraph, "further guidelines are given here", not "give".

**Might Torrent of Water** (p. 121): The base level is 10, not 5. The final level is correct.

**The Cloudless Sky Returned** (p. 128): Should be level 45. The level calculation is correct.

**Cheating the Reaper** (p. 129): The base level is 25. The spell level is correct.

**Guidelines** (p. 132): Replace the opening sentence of the penultimate introductory paragraph. "Certain shapechanging spells allow the target to change back by concentrating."

**Mists of Change** (p. 132): Change the end of the penultimate sentence of the description: "...number of rolls made

so far the mists envelope and transform them at some point in the next half hour."

**Awaken the Slumbering Corpse** (p. 134): Delete the spurious second occurrence of +1 Conc).

**Curse of the Haunted Forest** (p. 137): Should be level 60, not level 55. The level calculation is correct.

**The Treacherous Spear** (p. 139): "It has no Soak, and is "killed" after...", not "skilled". **Well Without Light** (p. 142): Delete the references to a black onyx.

**Muto Mentem Guidelines** (p. 150): Replace the final introductory paragraph with: "Granting a magical sense to multiple people has a base level one magnitude higher than granting it to one person using Intellego, and has requisites of Intellego and the appropriate Form. The necessary increases to Range and Target increase the level further."

**Poisoning the Will** (p. 151): The level should be 65, not 60. The level calculation is correct.

**Rego Mentem Guidelines** (p. 151): Change the final guideline to Level 25: Completely Control a Person's Mind and Emotions.

**Enslave the Mortal Mind** (p. 152): Change the calculation parenthesis to read: (Base 25, +1 Eye, +2 Sun).

**Exchange of Two Minds** (p. 152): Add a final descriptive sentence: "If only one person fails the roll, that person dies and the spell fails. The other target is unaffected"

**Muto Vim** (p. 159): Add the following paragraph to the end of the general description: "A Muto Vim spell, like any other Muto spell, can only change its target for as long as the Muto Vim spell is in effect. Thus, its duration should normally be at least as long as the spell that is its target. The spells below have a duration of Momentary, but versions with longer Durations can be invented as normal."

**Perdo Vim Guidelines** (p. 160): In the third General guideline, add "Score" after "Might".

**Demon's Eternal Oblivion** (p. 160): Add "Score" after "Might".

**Shroud Magic** (p. 159): Delete "or has been cast but is still active."

**Sorcerer's Fork** (p. 159): Replace the second sentence with: "Each resulting spell has the same Range and Target (target category, that is, the actual target may be different) as the original spell, but the power of the effect is divided by the number of resulting split spells. If Sorcerer's Fork expires before the main spell does, the full effect of the spell

moves to one of the targets, chosen at random."

**Limits** (P. 163): Replace the penultimate sentence with: "The student may not gain a score in the Ability or Art higher than the level of the source, and may not gain any experience points towards the next level from that source." Add a final sentence: "This limit is called the Gain Limit."

**Books** (p. 165): Replace the summaries with:

Summa Statistics:  
Source Quality and Level

Summa Gain Limit:  
Summa Level

Tractatus Statistics:  
Source Quality

**Crisis** (p. 170): Replace "Decrepitude Points" with "Decrepitude Score" in the formula.

**Defender** (p. 173): Add the following sentence at the end of the first paragraph: "The defending group may undertake any normal combat actions."

**Melee Weapons Table** (p. 176): None of the 0's should have + signs in front of them.

**Realm Auras insert** (p. 183): Under "Penetration", change both references to "Casting Total" to "Casting Score".

**Tainted Vis** (p. 190): Last line of the first column, replace "who's" with "who'd".

**Pieces of History** (p. 202): In the fourth line, "Realms and Bestiary chapters", not "chapter".

**Long-Term Events** (p. 227): Replace the first book formulae with:

Summa Statistics:  
Source Quality and Level

Summa Gain Limit:  
Summa Level

Tractatus Statistics:  
Source Quality

**Character Sheet** (p. 236): There are a number of errors on the character sheet. Download the corrected version.

## Ars Magica Fifth Edition, Second Printing

**Bjornaer Template** (p. 24): Replace the second sentence of the customization



notes with "The combination of Blatant Gift and Inoffensive to Animals means that she gets along better the animals than with people."

**Guernicus template (p. 26):** Delete "None" from and add "Quaesitor (Hermetic) 3" to the Reputations line.

**Verditius template (p. 27):** Change Size to -2.

**Magister in Artibus (p. 45):** Replace the final sentence with "This Virtue is only available to male characters, and is compatible with the Hermetic Magus, Mendicant Friar, and Priest Virtues."

**Road (Range) (p. 92):** Replace "but she must know that it is there" with "but she must be able to sense it somehow".

**Enchanted Item Example (p. 98):** Replace the first two sentences with "A wooden wand is a small wooden object, and thus can only contain four pawns of vis. As Mari is making a Lesser Enchantment she doesn't need to open the item, but she can still only invest four pawns worth of effects."

**Curse of the Ravenous Swarm (p. 117):** Change the level to 50, and replace "+1 Group" with "+2 Group" in the level calculation.

**Muto Vim Guidelines (p. 159):** In the General guidelines, replace each occurrence of "less than" with "less than or equal to".

## Houses of Hermes: True Lineages

**Seeking the Unknown (p. 27):** Replace the paragraph immediately after the Risk Modifier formula call-out with the following text: "Consult the Extraordinary Results Chart as normal to determine the effect on your spell. However, you may also add or subtract all or part of your Risk Modifier in order to get a Discovery in addition to the normal effect of experimentation. Thus, if you had a Risk Modifier of +3, and rolled an 8, you would get a Modified Effect. You could also subtract 1 to get a Discovery in addition. The effect of the spell is still modified. You cannot use the Risk Modifier to get a supplementary result other than a Discovery."

**Parma Magica Folds (p. 31):** Replace "(rounding down)" in the first paragraph with "(rounding up)".

**Scrying (p. 52):** Replace "Criamon" with "Verditius" in the first paragraph.

**Creo Vim Guidelines (p. 74):** Delete the second guideline (Detect any active magic...)

**Restore the Faded Threads (p. 74):** Replace the third sentence of the description with "This spell will restore spell traces of a negative magnitude up to the magnitude of this spell -3."

**Odor of Lingering Magic (p. 75):** Replace the level calculation with "(Base 15, +1 Conc, +2 Smell)".

**The Transformed Folio (p. 102):** Replace the spell description with the following:

The Transformed Folio

R: Touch, D: Year, T: Group, Level 45, Ritual

This changes all the pages of a book into those of a different book for the duration of the spell. You must touch both books when casting the spell, and because the spell is harnessed, you may end it at any time by concentrating. If the original book is damaged or altered, the contents of the duplicate will change to match it. Milvi occasionally use this spell to lend the same book to several different magi, or to communicate with each other over a long journey by linking a central book to a Redcap's travel journal. The spell also allows for vis boosting, so that you may copy a book using an Arcane Connection from wherever you happen to be.

(Base 1, +1 Touch, +4 Year, +2 Group, +5 intricacy; Boosted, Harnessed)

**Shape and Material Bonuses (p. 139):** Delete Corpus +2 from Amber. Amber gives a +3 bonus to Corpus, as specified on p. 110 of ArM5.

**A Window of Singular Direction (p. 141):** This is not wrong as it stands, but can only affect dirt walls. Increasing the Base to 4, and the spell level to 15, creates a version that can affect stone walls, which fits the descriptive text better.

## Realms of Power: The Divine

**Powers and Effects guidelines (pp. 48-56):** Wherever a guideline mentions

(level - X) or (magnitude - X) for the power of an effect, replace with (level + X) or (magnitude + X). One of the more annoying possible typographical errors.

**The Lord shall preserve thee from all evil (p. 50):** Replace the first sentence of the description with "This blessing bestows Magic Resistance from the Divine realm, equal to the effect's level."

**Blessing Guidelines (p. 51):** Replace "Give a character a bonus to aging roles equal to (the magnitude of the effect - 5)" with "Give a character a bonus to aging roles equal to the magnitude of the effect."

**Cursing Guidelines (p. 61):** Replace "Give a character a penalty on all die rolls equal to half (the magnitude of the effect - 3), rounded up." with "Give a character a penalty on all die rolls equal to half (the magnitude of the effect + 1), rounded up."

**Transcendence Guidelines (p. 53):** Level 4: Replace "(Purity)" with "(Meditation)".

**Transcendence Guidelines (p. 53):** Level 10: Replace "(Meditation)" with "(Purity)" for the effects to ignore wound and Fatigue penalties.

**Transcendence Guidelines (p. 53):** Level 30: Replace "(Meditation)" with "(Purity)" for the effect to permanently restore a mind.

**Wonders Guidelines (p. 56):** Add "(Invocation)" after "Create a living, docile bird, fish, lizard, or amphibian.", the second level 15 guideline.

**Holy Music (p. 93):** Change "Choristers" to "Cantores".

**Senior Clergy (p. 93):** This should be listed in the Virtues section, after Holy Music. The listing in the insert is correct.

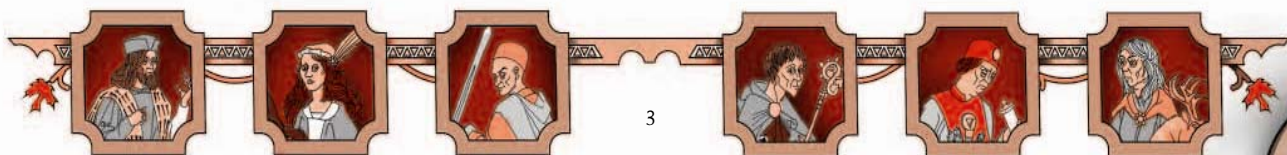
**Holy Tradition: The Cantores (p. 93):** In the list of Favored Abilities, delete "Sense Holiness and Unholiness". Add "Enchanting Music" after "Blessing".

## The Mysteries Revised Edition

**Chapter Four (p. 25):** Should be "Chapter Four", not "Chapter Number".

**Elements Form Opposed Pairs (p. 51):** This paragraph should be an insert. The following paragraph is about seasonal enchantments.

**Degree of Mercury (p. 55):** Last line, replace "Major Magical Focus" with



"Minor Magical Focus". A Magical Focus in a House is Minor.

**Divination Bonuses** (p. 62): Delete "or Casual" from the introductory sentence.

**Ceremonial Bonus** (p. 62): Add "see the Ceremonial Augury Phenomena table on page 61." to the final sentence.

**Hermetic Numerology** (p. 62): Should be part of the preceding paragraph, not a separate bullet point.

**Note that the caster...** (p. 62): Should be part of the preceding paragraph, not a separate bullet point.

**The Great or Consummate Talisman** (p. 70): Replace the contents of the insert with the following text:

Blending with Substance allows the magus to incorporate additional items into his talisman, as the Minor Virtue Great Talisman does for separate talismans. However, Inscription on the Soul does not allow the magus to attune new bonuses without working specifically on the talisman.

If a magus wishes to Initiate Consummate Talisman, then the magus can accept the required Ordeal.

**Invocation Magic and Names of Power** (p. 77): Add the following to the final paragraph: "although the combined bonus is still limited by Magic Theory."

**Consummate Talisman and Names of Power** (p. 78): Add the following to the final paragraph: "although the combined bonus is still limited by Magic Theory."

**The Structure of the Philosophers of Rome** (p. 124): In the second paragraph, replace "True Naming" with "Hermetic Synthemata", and "Hermetic Evocation" with "Spell Binding".

**Example Initiation Script for Disciples** (p. 130): In the second paragraph, replace "Hermetic Evocation" with "Spell Binding".

**Page** (p. 132): Replace the final sentence with "The third Virtue taught is Puissant Art of Memory, and Initiates are also taught that Ability."

**Knight** (p. 132): Replace "Hermetic True Names" with "Hermetic Synthemata".

**Immortal Beings and Permanent Change** (p. 133): Add the following sentence after the first sentence of the second paragraph: "A maga who becomes immortal in one of these ways is no longer limited by her highest Technique and Form in the number of spaces she can open in her talisman; rather, she can open as many as she spends time and vis for."

## Covenants

**Boons, Hooks, and Governance Styles Insert** (p. 31): This did not get laid out as a table. The lower part of the insert should look like this:

Governance	Boons	Free	Hooks
Anarchy	Ungoverned	-	Divided Loyalty, Fractured Council
Autocracy	-	Autocracy, Gerontocracy	Superiors, Vis Salary
Bureaucracy	Literate Covenfolk	-	Guild, Center of Excellence
Democracy	Vis Grant	Democracy	Fractured Council, Suffrage
Hierarchy	Hidden Resources	Faux Feudalism, Theocracy	Superiors, Vis Salary

**The Riches That are Rightfully Mine(d)** (p. 61): Change the Target to Group. Replace the level calculation with "(Base 15, +1 Touch, +2 Group, +1 size)".

**Summary of Quality Rules (Insert)** (p. 88): Delete '+3 for non-magical subjects' from both the summa and tractatus extended formulae. Delete the whole final paragraph about that bonus. In the extended Maximum Tractatus Quality formula, add '+3' after 'Author's Communication'.

**Florilegia** (p. 90): Replace the first sentence with "Florilegia (singular florilegium) are anthologies on a topic created by binding together tractatus on a single topic."

**Glosses** (p. 91): Add the following sentence at the end of the entry: "As with florilegia, glosses express resonance, and cannot be combined with resonant materials or clarification."

**Realia** (p. 102): A realia collection with a quality of 6 requires 32 objects, not 64.

**Non-Standard Laboratory Routines** (p. 108): An illustration occludes a small section of text on page 108. The relevant portion of the first paragraph reads:

"If a magus decides to work non-standard hours, choose one (or more) of the following routines each season. He may combine multiple routines..." and the relevant portion of the second paragraph reads:

"A maga may also choose to work fewer than the standard ten hours per day. There are no special routines for this - for each hour fewer, she simply loses 10% of her Lab Total or Advancement Total for the season."

**Ice Cavern** (p. 118): Replace the possible Terram Specialization with Aquam.

**Minor Supernatural Flaws** (p. 119): The first "Minor Supernatural Flaws" heading, in the left column, should read "Free Supernatural Flaws".

## Ancient Magic

**Stellar Magic by Spell Casting** (p. 91): Delete the final sentence ("The following spell is only...") from the first paragraph. The spell is not a Mystery spell.

**A Comparison of the Positions of the Fixed Stars** (p. 91): Drop the range to Touch and the level to 15. There is no need for Sight Range. In the penultimate sentence, replace "500 paces" with "1000 paces".