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Ars Magica, Fifth Edition (Ars Magica Fantasy Roleplaying)



Synopsis

Ars Magica ("The Art of Magic") is the award-winning roleplaying game that focuses on wizards who are as powerful as the ones we know from legend and literature, and the land of Mythic Europe, where those legends are real. The rules encourage players to develop their characters over long periods of time, and make the covenant, the home base of the characters, as central to the stories as any individual character. Troupe-style roleplaying allows players to take on the roles of different characters in different stories, so that the players have equal access to power even though the characters do not. This new edition is rewritten to improve the rules for existing players, and to be more attractive and accessible to new audiences.

Book Information

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Customer Reviews

As a long time gamer, I had seen Ars Magica come and go on the shelves through its various editions. I'd always intended to pick it up and take a look, but I didn't get around to it until its fifth edition. Being completely new to the rules and setting, I was charmed by both the setting and character creation process. The setting is "Mythic Europe," possessing all the places and people we know from history classes, but with magic and wizards added to spice things up. The first thing I thought of was it would be great for folks who have more than a passing interest in things Medieval and Renaissance. Perhaps history teachers might use this for enrichment in their high school classes, even. Having personally slogged through the "D&D is Devil Worship" eighties, I was intrigued to see that the Church and the God worshiped by the Hebrews, Christians, and Muslims is

recognized as the most powerful political and spiritual source in the setting. Many games today have a system where you can buy extra benefits for your character at creation by taking additional faults. I understand this is one of the first systems to do so. There are some delightful ideas in this section of the book. I really enjoyed reading through them. "Difficult Underlings" and "Offensive to Animals" are two of my favorites. From checking the fan sites before and after my purchase, I got the impression that the players generally liked this update/edition of the rules. I also understand that the drive behind the fixes and improvements in this edition came from a fellow named David Chart. Mr. Tweet gets top bill for 5E, but Mr. Chart gets the fan site love. Not having seen previous editions, I will take the fans' word that this is a nice tightening and fixing of the RAW (rules as written).

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