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The Greatest Magic Ever Misspelled: Ars Magica 5th Edition 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 typographic errors (like misspellings) that don't impact the text meaningfully.

For errata on 4th Edition and earlier books, see the [Ars Magica 4th Edition errata](#).

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Ars Magica 5th Edition

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

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

Jerbiton Template (p. 26): Replace Veil of Invisibility (PeIm 20) +11 with Illusion of Cool Flames (PeIm 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): Replace "Faerie Magic (illusions) 1" with "Area Lore (faerie areas) 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".

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

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

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".

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): 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 $\text{D}4$, 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"".

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."

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.

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](#).

Broken Covenant of Calebais

Riddle (p. 26-27): White out the numbers on the riddle cards. They rather reduce the challenge for the players. Also delete the reference to the Eyes of Quendalon at the bottom of the fox.

Level One Map (p. 38): The printed version should be replaced with [this one](#).

Combat Statistics: The combat statistics in the book were calculated with pre-publication versions of the weapon statistics, and thus are almost all wrong. Use the numbers below.

Ash of the Broken Branch (p. 11)

Soak: +4

Enc: 0

Staff:Init +2, Attack +9, Defense +9, Damage +4

Staff, thorny:Init +2, Attack +9, Defense +9, Damage +8

Satyrs (p. 18)

The satyrs' Single Weapon should be Short Spear.

Enc: 0

Soak: +7

Kick:Init +1, Attack+6, Defense +6, Damage +5

*Horn and Kick**:Init +1, Attack +7, Defense +7, Damage +8

Short Spear:Init +4, Attack +8, Defense +7, Damage +7

Short Spear, Thrown:Init +2, Attack +7, Defense +6, Damage +7

Sir Gilbert (p. 21)

Replace Great Weapon (Lance) with Great Weapon (Long Spear).

Soak: +11

Enc: 1 with lance, sword, and shield; 0 with sword and shield only

*Lance & Heater**:Init +2, Attack +13, Defense +12, Damage +8

*Long Sword & Heater**:Init +3, Attack +13, Defense +13, Damage +9

Lance (Long Spear):Init +4, Attack +10, Defense +8, Damage +10

Long Sword & Heater:Init +3, Attack +11, Defense +11, Damage +9

Long Sword only:Init +2, Attack +11, Defense +8, Damage +9

*mounted

Paul (p. 22)

Paul's equipment is listed as a Chain Mail Hauberk; it should be Partial Chain Mail Armor.

Soak: +8

Enc: 1, or 0 sans shield

Long Sword & Heater:Init +2, Attack +7, Defense +8, Damage +8

Long Sword:Init +3, Attack +8, Defense +6, Damage +8

Sir Gilbert's Men (p. 22)

Replace full leather armor with full metal reinforced leather.

Replace crossbows with short bows.

Soak: +5

Enc: 2, or 1 with bows

Long Spear:Init +1, Attack +9, Defense +7, Damage +8

Short Bow:Init -2, Attack +8, Defense +4, Damage +7

Adult Hrool (p. 32)

Adult Hrools have an Int of -2, not +2.

Soak: +3

Enc: 0

Bite:Init +2, Attack +6, Defense +5, Damage -1

Small rock, thrown:Init +2, Attack +5, Defense +5, Damage -2

Warrior Hrool (p. 33)

Warrior Hrools only carry one weapon each, and some throwing stones, and have Single Weapon specialized in the weapon that they carry. Replace axes and javelins, which they are not strong enough to wield, with hatchets and slings.

Soak: +4

Enc: 1, or 0 when using bite or sling

*Bite**:Init +3, Attack +9, Defense +8, Damage +2

Club:Init +3, Attack +9, Defense +9, Damage +2

Hatchet:Init +2, Attack +10, Defense +8, Damage +3

Short Spear:Init +4, Attack +9, Defense +8, Damage +4

Sling:Init 0, Attack +5, Defense +5, Damage +3

Stone, thrown:Init +2, Attack +5, Defense +5, Damage +1

Ermine Hrool (p. 33)

Soak: +2

Enc: 0

Bite:Init +2, Attack +7, Defense +5, Damage -3

Dargaud the Redcap (p. 42)

Add a (fist) specialty to Brawl.

Soak: +1

Enc: 0

Fist:Init +1, Attack +4, Defense +5, Damage -1

Kick:Init +0, Attack +3, Defense +3, Damage +1

Stone, thrown:Init +1, Attack +5, Defense +4, Damage +1

Paulo (p. 44)

Paulo's armor is listed as "metal reinforced armor (half)," but the correct ArM5 term is "partial metal reinforced leather armor." Change his Thrown Weapons 5 (javelin) to Bows 5 (short bow).

Soak: +4

Enc: 0

War hammer:Init +1, Attack +14, Defense +7, Damage +16

Short Bow:Init +0, Attack +11, Defense +7, Damage +10

David, Captain of the Guard (p. 48)

David's weapon in the "Combat" section is listed as "Long Sword and Kite Shield" but it should be "Long Sword and Heater Shield."

Soak: +1

Enc: 0

Long Sword & Heater:Init +2, Attack +9, Defense +9, Damage +7

Hofot, Champion Hrool (p. 49)

Soak: +3

Enc: 0

Long Sword:Init +4, Attack +11, Defense +8, Damage +8

Stone (thrown):Init +2, Attack +5, Defense +4, Damage +4

Bite:Init +2, Attack +8, Defense +6, Damage +3

Hulka, Champion Hrool (p. 63)

Soak: +1

Enc: 2, or 1 without spear

Short Spear & Heater Shield:Init +3, Attack +11, Defense +12, Damage +5

Bite & Heater Shield:Init +3, Attack +8, Defense +9, Damage +1

Pitsdim (p. 66)

Soak: +2

Enc: 0

Staff:Init +4, Attack +10, Defense +10, Damage +4

Crenvalus (p. 75)

Add (dodge) as a specialty to Brawl.

Soak: +0

Enc: 0

Staff:Init +4, Attack +6, Defense +9, Damage +3

Dodge:Init +2, Attack n/a, Defense +6, Damage n/a

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."

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."

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.

More questions? Try the [Atlas Games Forums](#)