The beasts of Mythic Europe are not quite the same as normal animals in the real world. The ferocity of wild animals, in particular, is exaggerated for dramatic purposes. In Mythic Europe, it is not uncommon for beasts such as wolves to attack humans.

**Beast Statistics**

Beasts' Characteristics may take any value, even exceeding -5 or +5. Beasts do not need a Virtue or Flaw to have Characteristics outside the normal human range of -3 to +3. Their starting Characteristics depend on their ecological niche (predator, herbivore, etc.) and are different from the average human Characteristics of all zeroes.

As stated in ArM5, p. 191, mundane beasts have a Characteristic called Cunning in place of an Intelligence score. Use Cunning for rolls that would otherwise call for Intelligence, such as finding a way out of a closed barn. Beasts have a limited capacity for problem-solving but they lack imagination, reason, and intelligence as such. Because they lack intelligence, beasts cannot learn new Abilities unless they are trained by an intelligent being. They can improve Abilities their species already has.

For beasts, the Quickness Characteristic has mainly to do with reflexes and agility, and little to do with movement rate. Many animals can run faster than a human, but that does not necessarily mean they should have better Initiative and Defense scores. Animals that run fast, but do not have especially good reflexes, have a note giving them a bonus to running-related rolls.

All mundane beasts have no Might and contain no vis.

**Modifying Beast Sizes**

Some beasts cover a range of Size categories, and any beast might have its Size magically altered. To increase the Size of a beast, add 2 points of Strength and subtract one point of Quickness for each point of Size added. To decrease size, subtract 2 points of Strength and add one point of Quickness for each point of Size subtracted. Update combat statistics according to the new Characteristics. Larger animals are more powerful, but relatively ungainly.

**New Virtues for Beasts**

Ferocity (minor, beasts only): Like a magus or companion character, you have Confidence points. Unlike a human character, you may use your Confidence Points only in situations where your natural animal ferocity is triggered, such as when defending your den or fighting a natural enemy. Describe a situation that activates your Confidence score, and take three points for you to use when those circumstances are met.

**Beast Virtues, Flaws, and Qualities**

Each species of beast has certain Virtues and Flaws that are common to all members of that species. Species Virtue and Flaws are not given for game balance reasons, but rather to provide rules for the unique strengths and qualities of beasts. When designing your own species, simply assign the Virtues and Flaws that describe the species the way you imagine it. It is recommended that a species have at least one point of Flaws for every three points of Virtues. All beasts get their species' Virtues and Flaws for free.

Exceptional beasts may also take individual Virtues or Flaws that set them apart from others of their kind. Any individual Virtues a beast takes must be balanced with individual Flaws, just as for human characters.

Qualities are features of the animal that affect its capabilities. See Houses of Hermes: Mystery Cults (pages 40-43) for a list of Qualities and their effects.

**Beasts in Combat**

Beasts fight much as humans do: they can use most combat options from the Obstacles chapter, including disengaging, (untrained) group combat, exertion, and non-lethal combat. Beasts are clever enough to use exertion and other combat options to their best advantage. Only a few beasts have the cooperative instincts to fight as a trained group. All others must use the untrained group rules.

Beasts with the Ferocity Virtue have Confidence Points, which may be spent in battle under certain circumstances.

Some beasts have more than one natural weapon. The best weapon is always listed first. Secondary weapons are less effective, but might be useful when the primary weapon is unavailable. For example, a bear usually relies on its claws, but might attack with its teeth while climbing with its claws after a victim. Regardless of how many weapons a beast has, it may only attack with one weapon in a given round.
The adder is prone to attack reflexively when anything stumbles across its hiding place (see the Lightning Reflexes Virtue, ArM5 page 45). If the adder attacks a victim who is unaware of its presence, it automatically wins Initiative in the first round of combat and gains a +3 to its Attack Total for the first round only. Because it’s so thin and flexible, the adder gains a +6 bonus to Defense against grapple attacks.

The bear is a large, shaggy beast, usually about a foot and a half in length. Its color varies from pale grey to yellow to red, with diamond-shaped black markings along its back. Some individuals are completely black. The adder’s head is triangular in shape. The adder is a venomous snake commonly found throughout Mythic Europe (except in Ireland). It is hardy enough to hibernate through the winter. It hunts rodents, lizards, and frogs by hiding and waiting for prey to pass nearby. Its venom is weak and can sicken, but not usually kill, a man.

The only bear species that exists in Mythic Europe is known today as the brown bear. It can be found throughout Mythic Europe in forests, mountains, and even the northern tundra. Its range extends across North Africa and through Asia as well. It is most common in wilderness areas like the Pyrenees, the Alps, and Scandinavia and Russia.

The bear makes its lair in the earth, either in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it digs with its mighty claws. It lives mainly by foraging but can hunt and kill anything up to the size of a red deer. Men hunt the bear by setting deadfalls or in a cave or in a den it dig...
Bull (Taurus)

Characteristics: Cun -2, Per 0, Pre -4, Com -4, Str +5, Sta +3, Dex 0, Qik -1

Size: +2

Confidence Score: 1 (3)

Virtues and Flaws: Affinity with Brawl, Ferocity (charging), Tough, Oversensitive (to provocation)

Qualities: Aggressive, Domesticated, Tough Hide

Personality Traits: Aggressive +2

Reputations: Strong 4 (local)

Combat:
- Horns: Init 0, Attack +8, Defense +3, Damage +7
- Soak: +8

Fatigue Levels: OK, 0/0, -1/-1, -3/-5, Unconscious

Wound Penalties: -1 (1-7), -3 (8-14), -5 (15-21), Incapacitated (22-28), Dead (29+)

Abilities: Athletics 4 (charging), Awareness 3 (predators), Brawl 5 (horns)

Natural Weapons: Large horns. Init +2, Atk +3, Def +2, Dam +3. The bull’s tough hide has a Protection of +2.

Appearance: These statistics are for a bull of the Spanish type, which is black in color, weighs about eighty stone (1120 pounds), and has sharp, inward-curving horns and a hump on its back.

There are many breeds of cattle in Mythic Europe, some of them larger than this specimen. Most breeds in Mythic Europe are short and broad-bodied and have long horns. They may be black, white, tan, red, or brown in color. Some breeds have a coat of shaggy fur. Pliny the Elder says nothing about the cat’s bad reputation is unknown in England, but it is looked upon more favorably in that land. Pliny the Elder writes of magical bulls that live in India, but the statistics here are for a mundane bull.

The bull does not attack without reason, but it is easily - sometimes accidentally - provoked. When a bull charges, it exerts itself to gain an Attack bonus and may simultaneously spend Confidence.

In Spain, the Moorish nobles make a spectacle of fighting bulls from horseback on festival days. The sport of bull-baiting, where spectators watch a tethered bull being killed by a pack of dogs, is known throughout Mythic Europe. Bulls are somewhat clumsy fighters at first, but if they survive combat they quickly grow ‘wise’ and become very dangerous. The speed with which they learn to fight is reflected in their Affinity with Brawl.

Cat (Felis)

Characteristics: Cun 0, Per +1, Pre -2, Com -4, Str -7, Sta 0, Dex +3, Qik +4

Size: +3

Confidence Score: 0

Virtues and Flaws: Perfect Balance, Puissant Awareness, Sharp Ears, Nocturnal

The cat does not attack without reason, but it is easily - sometimes accidentally - provoked. When a bull charges, it exerts itself to gain an Attack bonus and may simultaneously spend Confidence.

In Spain, the Moorish nobles make a spectacle of fighting bulls from horseback on festival days. The sport of bull-baiting, where spectators watch a tethered bull being killed by a pack of dogs, is known throughout Mythic Europe. Bulls are somewhat clumsy fighters at first, but if they survive combat they quickly grow ‘wise’ and become very dangerous. The speed with which they learn to fight is reflected in their Affinity with Brawl.

Falcon (Falco)

Characteristics: Cun -1, Per +3, Pre -1, Com 0, Str -6, Sta +2, Dex +1, Qik +6

Size: +3

Confidence Score: 1 (3)

Virtues and Flaws: Ferocity (swooping attack), Keen Vision, Fragile Constitution

Qualities: Accomplished Flier, Fast Flier, Keen Eyesight, Pursuit Predator, Extra Natural Weapons

Personality Traits: Fierce +3

Reputations: None

Combat:
- Talons: Init +5, Attack +6, Defense +12, Damage +4
- Beak: Init +6, Atk +6, Defense +9, Damage -5
- Soak: -2

Fatigue Levels: OK, 0/0, -1, -3, -5, Unconscious

Wound Penalties: -1 (1-2), -3 (3-4), -5 (5-6), Incapacitated (7-8), Dead (9+)

Abilities: Athletics 5 (swift flight), Awareness 4 (spotting prey), Brawl 2 (talons), Hunt 4 (game birds), Survival 3 (cold climates)

Natural Weapons: The weapon statistics for a falcon’s talons are Init -1, Atk +2, Def +3, Dam +2. The statistics for its beak are Init 0, Atk +3, Def +1, Dam +1.

Appearance: These statistics are for a gyrfalcon, the largest and most prized of falcons. Its wingspan can exceed four feet. It has a short, hooked beak and dark eyes. Its plumage may be white, grey, or dark brown and has a banded pattern.

The falcon is among the swiftest of birds and hunts on the wing, overtaking its prey in flight. Nobles use falcons to hunt game birds such as partridge. In the wild, the gyrfalcon can kill prey as large as a goose, and usually hunts birds and small rodents. It lives in cold northern lands including Scandinavia, Iceland, and Russia.

Other, smaller species of falcon are Size -4. All falcons are fast fliers and gain a +3 bonus to rolls involving speed.

Horse, Courser (Equus)

Characteristics: Cun -2, Per 0, Pre 0, Com -4, Str +4, Sta +3, Dex -2, Qik +2

Size: +2

Confidence Score: 0

Virtues and Flaws: Fear (loud noises), Long-Winded, Improved Characteristics, Noncombatant

Qualities: Domesticated, Fast Runner, Good Jumper, Herd Animal, Impressing Appearance, Tireless

Personality Traits: Skittish +3, Brave -2

Reputations: None

Combat:
- Hooves: Init +4, Attack 0, Defense +4, Damage +5
- Soak: +3

Fatigue Levels: OK, 0/0, -1/-1, -3/-5, Unconscious

Wound Penalties: -1 (1-7), -3 (8-14), -5 (16-21), Incapacitated (22-28), Dead (29+)

Abilities: Athletics 4 (long-distance running), Awareness 3 (noises)

Natural Weapons: The weapon statistics for a courser’s kick are Init +2, Atk +2, Def +2, Dam +1.

Appearance: The courser is a swift horse belonging to a mid-sized, athletic breed like the Andalusian. The Andalusian stallion is tall and strong, weighing about 80 stone (1120 pounds) and standing 15 hands (60 inches) high. It has a gracefully curving neck, a broad chest, straight back, and a
Hound (Canis)

Characteristics: Cun +2, Per 0, Pre 0, Com -4, Str +6, Sta +3, Dex +1, Qik +2
Size: 0
Confidence Score: 1 (3)

Virtues and Flaws: Ferocity (when ridden in battle), Improved Characteristics, Long-Winded, Proud (minor)

Qualities: Domesticated, Fast Runner, Herd Animal, Imposing Appearance, Tireless

Personality Traits: Loyal +2, Brave +1

Reputations: Aggressive (local) 1

Combat: Bite: Init +2, Attack +8, Defense +7, Damage +1
Soak: +2

Fatigue Levels: OK, 0/0, -1, -3, -5, Unconscious

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Athletics 3 (distance running), Awareness 3 (keeping watch), Brawl 3 (bite), Hunt 4 (track by scent)

Natural Weapons: The weapon statistics for a dog's bite are Init 0, Atk +3, Def +1, Dam +1.

Appearance: These statistics are for a large hound such as the bloodhound. The bloodhound stands a little over two feet at the shoulder and weighs up to nine stone (126 pounds). It has large jowls, dangling ears, and a heavy tail. Its coat is short and may be tan, red, or liver in color.

There are many breeds of dogs in Mythic Europe, many of them similar to breeds that exist in our world (though they may be called by different names). The largest dogs are used for guarding livestock or hunting dangerous beasts like wolves, bears, and wild boars. They include the breeds like the bloodhound, elkhound, Rottweiler, mastiff, and great Dane. Smaller hounds, such as the greyhound, Basset hound, and Dalmatian, are Size -1 and are often used to hunt deer, fox, and small game. Medium-sized dogs (Size 0) include spaniels, used to chase small game and to flush game birds for falconers, terriers, which hunt badgers, stoats, and rats, and the Welsh corgi, a small cattle-herding dog. The smallest dogs (Size -3) include lap-dogs, small terriers bred for vermin control, and the tiny Italian greyhound.

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the Belgian, and the friesian. These horses are used mainly for battle, farm work is done using oxen.

The destrier is almost always a stallion. It is highly trained so it will charge without fear when its rider commands. When pressed into melee, it can rear on its hind legs and lash out with its forehooves. Though huge, the destrier is agile and can balance on its hind legs for several combat rounds without difficulty. It is trained to fight independently of its rider, so it can help defend him if he should be dismounted or badly wounded.

Like all horses, the destrier is a fast runner and gains a +3 bonus to rolls involving speed. It is too heavy to be much of a jumper.

Horse, Destrier (Equus)

Characteristics: Cun -2, Per 0, Pre 0, Com 0, Str +6, Sta +3, Dex +2, Qik +2
Size: +3
Confidence Score: 2 (6)

Virtues and Flaws: Ferocity (self-defense), Improved Characteristics (+2), Pious, Brave, Self-Confident, Tough, Proud, Weakness (submission)

Qualities: Aggressive, Ambush Predator, Crafty, Good Jumper, Hardy, Impressing Appearance, Large Claws, Large Teeth, Tough Hide, Vocal Personality Traits: Brave +5, Fierce +5

Reputations: Fierce (local) 4

Combat:
Claws: Init +1, Attack +13, Defense +1, Damage +6
Soak: +2

Fatigue Levels: OK, 0/0, -1, -3, -5, Unconscious

Wound Penalties: -1 (1-7), -3 (8-14), -5 (15-21), Incapacitated (22-28), Dead (29+)

Abilities: Athletics 3 (bounding), Awareness 3 (smell), Brawl 3 (bite), Hunt 4 (track by scent)

Natural Weapons: The weapon statistics for a horse's bite are Init 0, Atk +3, Def +1, Dam +1.

Appearance: The destrier is a heavy war horse. One breed used as destriers is the Percheron, a huge horse weighing over 140 stone (1960 pounds) and standing over 16 hands (64 inches) high at the withers. It has a heavy, slightly curved neck, a broad and deep chest, and powerful, stocky legs. Its coat is either grey or black in color.

The destrier, or heavy war horse, has been bred in Mythic Europe since at least the time of Charles Martel (8th century A.D.). Some of the large horse breeds in Mythic Europe are the Percheron,
The lion can make impressive leaps and gets +3 to jump-related rolls. It can easily leap high enough to attack a man on horseback.

**Stag (Cervus)**

**Characteristics:** Cun +2, Per +2, Pre 0, Com -1, Str +2, Sta +2, Dex 0, Qik +2

**Size:** +2

**Confidence Score:** 0

**Virtues and Flaws:** Improved Characteristics, Higher Purpose (protect the herd)

**Qualities:** Defensive Fighter, Extra Natural Weapons, Large Antlers, Fast Runner, Good Jumper, Sharp Ears

**Personality Traits:** Brave +1

**Reputations:** Noble (local) 2

**Combat:**
- **Antlers:** Init +4, Attack +7, Defense +8, Damage +5
- **Hooves:** Init +4, Attack +6, Defense +8, Damage +3
- **Dodge:** Init +2, Attack n/a, Defense +7, Damage n/a

**Soak:** +2

**Fatigue Levels:** OK, -1, -3, -5, Unconscious

**Wound Penalties:** -1 (1-7), -3 (8-14), -5 (15-21), Incapacitated (22-28), Dead (29+)

**Abilities:** Athletics 4 (sprinting), Awareness 3 (predators), Brawl 4 (dodge), Survival 3 (woodlands)

**Natural Weapons:** During the autumn and winter, a stag has antlers with the following weapon statistics. Init +2, Atk +3, Def +2, Dam +3. In spring, it sheds its antlers and must fight with its hooves until the following autumn. Init +2, Atk +2, Def +2, Dam +1.

**Appearance:** These statistics are for the red deer, one of the largest deer in Mythic Europe. Adult males average 40 to 50 stone in weight (560 to 700 pounds) depending on the richness of the available food supply, and may be up to 15 hands high - as tall as some horses, but more lightly built. The red deer’s coat is reddish-brown in winter, and tan in summer, with a lighter rump and underbelly. Stags have a shaggy mane of dark fur and an impressive rack of antlers over four feet across from tip to tip. They make a deep, bellowing roar during the autumn mating season.

The red deer lives in open woodlands, moors, and grasslands throughout Mythic Europe. It avoids dense, tangled forests but can be found in alpine forests and meadows. The species is called "elk" in North America. The size of the red deer varies from +1 where grazing is poor to +2 where the grass is rich and plentiful. Does are smaller than stags and lack antlers.

The red deer is a favorite quarry of hunters. In some places, only nobles are allowed to hunt it. The stag usually flees from combat, trying to draw enemies away from its herd, but it can fight if it must. All deer gain a +3 bonus to rolls involving running or jumping.

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**Wolf (Lupus)**

**Characteristics:** Cun +2, Per 0, Pre -2, Com 0, Str -1, Sta +3, Dex +2, Qik +2

**Size:** +1

**Confidence Score:** 1 (3)

**Virtues and Flaws:** Improved Characteristics (x2), Ferocity (when hungry), Long-Winded, Sharp Ears, Compulsion (killing), Infamous

**Qualities:** Aggressive, Hardy, Keen Sense of Smell, Pack Animal/Pack Leader, Pursuit Predator, Sharp Ears, Thick Fur, Vocal

**Personality Traits:** Brave +3, Cowardly +3

**Reputations:** Bloodthirsty (local) 4

**Combat:**
- **Teeth:** Init +2, Attack +11, Defense +9, Damage 0
- **Soak:** +4

**Fatigue Levels:** OK, 0, -1/-1, -3, -5, Unconscious

**Wound Penalties:** -1 (1-4), -3 (5-8), -5 (9-12), Incapacitated (13-16)

**Abilities:** Athletics 5 (distance running), Awareness 3 (smell), Brawl 5 (teeth), Hunt 4 (track by smell), Survival 3 (winter)

**Natural Weapons:** Teeth: Init 0, Atk +3, Def +1, Dam +1. Its thick fur gives it a Protection of +1

**Appearance:** The wolf has erect, triangular ears, a narrow muzzle, and a coat of shaggy fur. Its eyes are usually yellowish and have a steady, unsettling gaze. Its color may be any shade from pale grey through dark brown, often with lighter patches on the sides of the face and around the eyes. The wolf can bark, but its better-known sound is its eerie, piercing howl.

The wolf is found throughout Mythic Europe, the Middle East, and North Africa. According to Pliny the Elder, the wolves of northern regions are fierce while those of Africa and Egypt are weak.

Wolves are greatly feared by commoners. They are hunted with large hounds because they kill livestock. In some lands, there is a bounty on their hides. Many tales attribute supernatural powers to wolves, but most wolves are mundane and have no powers at all.

The Flaws above reflect the medieval perception of the wolf as a wanton, bloodthirsty killer. Individual wolves, such as the Animal Companion of a player character, may substitute another Personality Flaw in place of the Compulsion. A wolf Animal Companion that goes around killing livestock could be disruptive to stories. Regardless of such a wolf’s actual personality, mundanes are likely to treat it with a great deal of fear and suspicion.

The leader of a wolf pack has the additional Ability, Leadership 5 (wolves). A pack may fight as a trained group when its leader is present. A wolf pack is extremely dangerous.

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