

Contents

Credits	2	<i>The Church</i>	25	A New Kind of Politics.....	48
Contents	3	<i>Gaining the Support of the Pope</i>	26	SIMILAR KINDS OF CHANGE	48
Introduction	6	<i>Using Guilds as a Model</i>	26	Spread Understanding of the	
PLANNING FOR LONG SAGAS.....	6	<i>A New Breed of Craftsman</i>	26	Supernatural World.....	48
Saga Speed.....	7	The Supernatural Realms	27	Work Within the Church.....	49
<i>To the Future</i>	7	<i>Service, Tribute, & Fosterage</i>	27	Use Gifted Proxies.....	49
Saga Style.....	7	Rivals Outside the Order.....	27	The World Changes	
Future Events.....	7	THE TOOLS OF POLITICS	27	Around the Order.....	50
		Writing and Responding to Polemic..	27	Taking the Lonely Stand.....	50
		Polemic.....	28	OPPOSING INTEGRATION	51
		Diatribes.....	28	A Change for the Worse.....	51
		Apologia.....	28	Running Stories	
The Fourth Estate	8	<i>The Prevailing Wisdom</i>	29	on the Verge of Change.....	51
The Four Estates.....	8	<i>Winning the Argument</i>	29	<i>The Example of the</i>	
The State of the World.....	9	<i>Circulating the Text</i>	29	<i>Normandy Tribunal</i>	52
TRANSFORMATION.....	9	<i>The Argument Total</i>	31	CONCLUSION	53
The End State.....	9	<i>Responding with Diatribe</i>	31		
<i>The Moral Authority</i>	9	<i>Responding with Apologia</i>	35		
<i>Rights of the Fourth Estate</i>	10	<i>Taking the Debate to Tribunal</i>	35		
<i>Obligations & Responsibilities</i>	10	Charters.....	35		
Why the Order		<i>Optional Rule: Charter Strength</i>	36		
Would Want to Change.....	11	<i>Grants of Land</i>	37		
The World on Hermetic Terms.....	12	<i>Charters of Rights & Obligations</i>	37	CONSTRUCTION:	
What Prevents the Order from		<i>Examples of Charters</i>	37	EARTH JACKETED IN STONE	54
Bettering the World?.....	12	USING MAGIC FOR POLITICAL LEVERAGE	38	Outer Wall Shapes.....	54
HOW TO BRING ABOUT CHANGE	13	Health and Pestilence.....	39	<i>Open Ended Cylinder</i>	55
The Process of Change.....	13	<i>The Care of the Sick</i>	39	<i>Tall Empty Cylinder</i>	55
Leveraging Hooks, Boons,		<i>Living Conditions</i>	40	<i>Open Ended Rectangular Prism</i>	56
& Story Flaws.....	14	<i>Longevity Effects</i>	41	<i>Solid Stone Cylinder</i>	56
<i>Covenant Hooks and Boons</i>	14	Harvests and Livestock.....	41	<i>Ablative Slope</i>	56
<i>Character Story Flaws</i>	16	<i>Protecting Livestock From Predators</i>	42	Ornamentation.....	56
A Growing Awareness.....	17	Castles and Cathedrals.....	43	<i>Fortified Wall</i>	56
The Tribunal.....	18	<i>Aegis of the Hearth</i>	43	<i>Sea Gates and Docks</i>	57
<i>Building Support Before the Tribunal</i>	18	Peace and Governance.....	43	<i>Statuary</i>	57
<i>Supporting Test Cases</i>	19	<i>Truth and Justice</i>	43	Wall Materials Other Than Stone.....	58
<i>Clarifying the Peripheral Code</i>	19	<i>Binding Agreements</i>	44	<i>Base Metals</i>	58
<i>Mundane Testimony</i>	20	<i>Inheritance</i>	44	<i>Noble Metals</i>	58
<i>Local Customs</i>	20	Protection from Invasion.....	45	<i>Unnatural Stones</i>	58
<i>Foreign Tribunals</i>	21	STORIES OF THE FOURTH ESTATE	45	<i>Biological Substances</i>	58
<i>House Politics</i>	21	Interest From Other Magical Traditions..	45	Backfilling the Enclosed Space.....	59
The Grand Tribunal.....	23	<i>Hostility</i>	46	<i>Stealing a Rock</i>	59
<i>In Favor of Change</i>	23	<i>Cessation of Hostility</i>	46	<i>Dirt, With a Layer of Topsoil</i>	59
<i>Against the Change</i>	23	The World of Academia.....	47	Clay.....	59
<i>Undecided</i>	24	Mundane Engagement.....	47	Stone.....	59
HOW POLITICS EFFECTS CHANGE	24	<i>Responsibilities</i>	47	Cisterns.....	60
Mundane Allies & Enemies.....	24	The Old Guard.....	48	Rooms and Utility Spaces.....	60
<i>Kings and Nobles</i>	24			Surface Structures.....	60
				Road works.....	60
				<i>Creating Houses & Other Buildings</i>	60

Transforming Mythic Europe

Water Works.....	61
Surface Life.....	62
<i>Creating Fields and Forests</i>	62
How Many Peasants Are Needed?.....	62
<i>Animal Life</i>	62
MYSTICAL FEATURES	64
Auras.....	64
<i>Natural Beauty</i>	66
<i>Ancient Structures</i>	66
<i>The Residue of Great Magic</i>	66
<i>The Lair of Great Magical Creatures</i>	67
Lack Of Vis.....	67
<i>Trade</i>	67
<i>The Surrounding Seas</i>	67
<i>The Deeps</i>	71
<i>First Faeries</i>	71
Ritual Wards and	
Other Boundary Spells.....	71
<i>Other Boundary Spells</i>	73
LOCATION: THE NORTH SEA	78
Comparatively Shallow.....	78
<i>Story Ideas for the Shallow Sea</i>	78
Surrounded by Turbulent Kingdoms.....	78
Picking a Nobleman as King.....	78
<i>Frederick II,</i>	
<i>The Holy Roman Emperor</i>	78
<i>Isabella II, Queen of Jerusalem</i>	79
<i>Philip Augustus of France</i>	79
<i>Richard, Duke of Cornwall</i>	80
<i>Valdemar II of Denmark</i>	80
<i>William Longespée (Longsword),</i>	
<i>Earl of Salisbury</i>	81
<i>Patrick, Count of Dunbar</i>	81
<i>Jon Haraldsson, Moramor of</i>	
<i>Caitness and Earl of Orkney</i>	81
Does it Need to be a King?.....	81
Hermetic Borderland.....	81
Theological Matters.....	81
<i>A New And Strange Saint?</i>	81
The Eye of Hell.....	84
Three Demons & their Retinues.....	84
<i>Rumael, The False Neptune</i>	84
<i>Neqael, The Lady of the Purple Bower,</i>	
<i>Corrupter of Lyonesse</i>	85
<i>The Red Knight of Ys: Bringer of</i>	
<i>Requested Inundations</i>	87
Other Faiths.....	88
A Boom in People and Trade.....	89
ALTERNATIVE LOCATIONS	89
The Atlantic Ocean.....	89
The Baltic Sea.....	90
The Black Sea.....	90
The Mediterranean.....	91
A Floating Island.....	91

Magic as Technology

92

SCRYING AS A MEANS OF CORRESPONDENCE..	92
Remote Writing.....	92

Example Device: Quills of	
Arcane Correspondence.....	93
Description.....	93
<i>Twinning the Quill</i>	94
Example Device: The Unsubtle Knife.....	94
Description.....	94
<i>The Writing on the Wall</i>	94
Clairvoyance & Clairaudience.....	94
Example Device:	
Earring of Whispering Voices.....	94
Description.....	94
<i>A Signal of Intent</i>	94
<i>The Ear for a Distant Voice</i>	95
Example Device:	
The Hermetic Speculum.....	95
Description.....	95
<i>Summoning the Image of the Distant</i> ..	95
<i>The Scrier Spied</i>	95
Example Device:	
The Effigy of the Errant Image.....	95
Description.....	96
<i>The Wandering Eidolon</i>	96
<i>"I Will Not Use Magic to Scry..."</i>	96
Why it May Not Work:	
Lack of Penetration.....	96
Societal Impacts.....	97
<i>Saga Seed: A Scrying Society</i>	97
THE COPYING OF A BOOK	98
Limitations of Hemitic Theory.....	99
<i>There is No Art</i>	
<i>that Covers Knowledge</i>	99
<i>Magic Can Neither</i>	
<i>Read Nor Understand</i>	99
Copying a Single Page.....	100
<i>The First Furrow Guides the Second</i> ..	100
<i>The Copyist's Puissant Quill</i>	100
Copying an Entire Book.....	100
Resonances.....	101
Binding.....	101
Example Device:	
The Superb Scrinium.....	101
Description.....	102
<i>The First Furrow Guides the Second</i>	102
<i>The Lector's Deft Hand</i>	102
<i>The Copyist's Puissant Quill</i>	102
<i>Stack the Decorated Page</i>	102
<i>Binding the Mundane Codex</i>	103
Copying Laboratory Texts.....	103
The Order's Response.....	104
Detractors.....	104
Neutral Parties.....	104
Proponents.....	104
Why it May Not Work:	
The Cow and Calf Oath.....	104
An Erudite Society.....	105
<i>A Guild of Scribes</i>	106
<i>Increased Knowledge</i>	107
TRAVEL IN THE BLINK OF AN EYE	108

New Spells for Instant Travel.....	108
<i>Bring the Herd to Market</i>	108
<i>A Bridge Without Wood</i>	108
<i>The Messenger's Shortcut</i>	108
<i>The Mobile Infantry</i>	108
<i>The Instant Harvest</i>	108
<i>Rapacious Hand</i>	
<i>of the Highwayman</i>	109
<i>Portage of the Eagles</i>	109
<i>Impede the Impertinent Interloper</i>	109
Example Device:	
The Gate of Countless Vistas.....	109
Description.....	110
<i>The Longest Step Made Short</i>	110
Example Device:	
Phylactery of the Cautious Maga ..	110
Description.....	111
<i>Acquire the Connection</i>	111
<i>Flee to Safe Refuge</i>	111
<i>Summoning the Distant Image</i>	111
New Spells for Very Fast Travel.....	111
<i>Mercury's Winged Sandals</i>	111
<i>Woolen Steed of Araby</i>	111
<i>Vessel of the Clouds</i>	112
<i>The Chariot of Zeus</i>	112
<i>Form of the Zephyr</i>	113
Warping Gained from	
Instant Transportation.....	114
Why it May Not Work:	
A Prohibitive Cost.....	114
Societal Impacts	
of Magical Transportation.....	115
<i>Transport of Goods</i>	115
<i>Transport of People</i>	115
<i>Saga Seed: Public Portals</i>	
<i>and Medieval Tourists</i>	116
CREATING WEALTH WITH MAGIC	116
A Cashless Economy.....	117
<i>Flooding the Market</i>	118
Example Device: Potent Salts.....	118
Description.....	118
<i>Alchemical Separation of Brine</i>	119
Example Device: The Garland of	
Prosperous Harvests.....	119
Description.....	119
<i>A Harvest of Figs</i>	120
<i>Nourish the Displaced Vines</i>	120
Reducing Covenant Costs.....	120
<i>Fill the Capacious Silo</i>	120
<i>Work of a Hundred Querns</i>	120
<i>The Elfin Baker</i>	121
<i>Storage and Life of</i>	
<i>Magically-Created Grain</i>	121
<i>Consequences of Relying on</i>	
<i>Magic to Meet One's Costs</i>	121
Societal Impacts	
of the Creation of Wealth.....	122
<i>Saga Seed: Hermes</i>	

Transforming Mythic Europe

<i>Mercatorius & Hermes Furis</i>	122
Why it May Not Work:	
The Silver Consensus	123
<i>The Principles of the Silver Consensus</i> ..	123
<i>Enforcing the Silver Consensus</i>	124
OTHER EXAMPLES OF	
MAGICAL TECHNOLOGY	124
Mechanical Power	125
<i>The Impact of</i>	
<i>Magical Power Generation</i>	125
Warfare and Weapons	125
Medicine	127
Further Ideas for	
Magical Technology	127
TECHNOLOGY'S TRANSFORMATIVE NATURE ..	128
Medieval Concepts	
of Technology	128
THE MAGUS AS INVENTOR	129
Why Should a Magus Pursue	
Invention?	129
<i>Wealth</i>	129
<i>Fame</i>	129

<i>Influence</i>	129
<i>Social Change</i>	130
Manufacturing	130
<i>Charged Items</i>	130
<i>A Hermetic Workforce</i>	131
The Sale of Enchantments	131
Why Hasn't This Happened Already? ..	131
<i>No-One Thought of it Before</i>	132
<i>It Didn't Catch On</i>	132
<i>Insufficient Supply</i>	132
<i>The Order Lacks a Single Voice</i> ..	132
MAGIC AS AN	
AGENT OF SOCIAL CHANGE	133
Social Consequences	133
<i>I Want One</i>	133
<i>The Devil Makes Work for Idle Hands</i> ..	134
<i>Economic Effects</i>	134
<i>Disenfranchisement</i>	134
Non-Hermetic Inventors	135
<i>Crafters of Wondrous Items</i>	135
<i>The Rusticani</i>	135
<i>Learned Magicians</i>	135

<i>Alchemists</i>	135
<i>The Augustan Brotherhood</i>	136
<i>Mechanicians</i>	136
THE PROCESS OF	
TRANSFORMING MYTHIC EUROPE	136
Prerequisites for Change	137
<i>Vis</i>	137
<i>Magical Engineers</i>	137
<i>Breakthroughs in Magic Theory</i> ..	138
Early Adoption	138
Acceptance and Spread	138
Widespread Integration	138
Saga Seed: A Transformed	
Mythic Europe	138
<i>Armatura & Lanificaria:</i>	
<i>Manufacture</i>	139
<i>Navigatio & Theatrica:</i>	
<i>Transport and Communication</i>	140
<i>Agricultura, Venatoria & Medicina:</i>	
<i>Environmental Technology</i>	140
<i>A New World Order of Hermes</i> ..	140
<i>The Enemy</i>	141

List of Inserts

Assumptions about Mythic Europe ..	6	Story Seed:		A Note on Tainted Vis	85
Using Antagonists with this Chapter ..	9	The Disagreement of Kings	43	The Wicked Boys of	
Optional Guideline: The Cost		Story Seed: The Gifted Student	45	the Third Square	86
of Breaking Convention	10	Simple Spells to		The Mavens of Etiquette in the	
The Provision of Laboratory Texts ..	11	Create Permanent Walls	55	Court of the Purple Bower	87
The Process in Brief	12	A Note on the Columbae	56	Story Seeds: Has Someone	
A Life's Work	13	Maximum Magnitudes Due		Else Has Done This Before?	90
Story Seed:		to Complexity	56	Saga Seed: Tartessos Emerges	90
Charges in a Foreign Court	20	Story Seed: Attack of		Story Seed: Earlier Floating Islands ..	91
Story Seed: The King's Favorite	25	the Giant Magical Snails	57	Story Seed: Inappropriate Use	96
Story Seed: The Proctor of Hermes ..	25	A Basic Quote	59	I'm Sorry, Your Call Could Not	
Like Father, Like Son	28	Story Seeds: Acquiring Ancient		Be Arcanely Connected	97
Prevailing Wisdom Table	29	Structures	63	A Desire for Privacy	98
Correspondences and Other Texts ..	30	Story Seeds: Stolen Things		Story Seed: Peeping Tom	98
Example Polemical Texts	30	of Natural Beauty	63	Rego Craft Magic	99
Story Seed: Works of Sedition	30	Story Seeds for the		Quality Remaining After Copying ..	100
Winning the Argument Outline	31	Residue of Great Magic	64	Discovering Mistakes	101
Example Polemic, Diatribe,		Dexitheia: a Telechine	65	Optional Rule: Hazardous	
and Apologia	31	An Aspect of Phorcys	66	Laboratory Texts	103
Austerius Trianomae,		Story Seed: A Spare Farthing	67	Optional Rule: No Magical Copying of	
the Opponent of Change	32	Story Seeds: Faerie Kings	67	Laboratory Texts	104
Austerius Trianomae,		Manannan Mac Lir	68	Rules for a Large Library	105
the Opponent of Change, cont ..	33	Manannan Mac Lir cont.	69	Optional Rule: Limits on	
Story Seed: The Missing Letters	33	Treasures of Manannan	70	Instant Transportation	106
Story Seed: Interception	33	Tursus	70	New Guidelines for	
Protinus Velox of Verditius,		Auvekoejaks	72	Instant Transportation	107
Supporter of Change	34	Strategies For Players		What About The Hermes' Portal? ..	112
Story Seed: Oath or Contract	35	Feeling Swamped By Choice	73	Plaustrum Pertinax	113
Military Service and Wizard War ..	36	Story Seed: Faerie Tribes	75	Direct Creation of Wealth	117
Realm Aligned Spells		Story Seeds: Faerie Tribes cont.	76	Story Seeds: Precious Goods	118
and Other Techniques	38	Elemental Spirit of the Waves	77	Technological Cost Saving	120
Warping While Under Constant		Story Seeds For Turbulent Kingdoms ..	79	Enchantments are	
Magical Effects	39	Story Seed: The Coronation	80	Arcane Connections	129
Longevity Story Seeds	40	Story Seeds for		Story Seed: Foreshadowing	131
Can Magi Really Heal Lepers?	41	the Hermetic Borderland	82	Luddites and Saboteurs	133
Story Seed: Who Will Rid Me of		Story Seeds for Theological Matters ..	83	<i>Inanis</i>	136
this Troublesome Magus?	43	A Note on The Powers of Demons ..	84	The Other Houses	139