

MAGICIANS, WIZARDS, AND WORKERS OF MAGIC

Compiled by Meguey Baker

NOTES

These are all taken from the 6 year long Ars Magica home-brew game I played with Emily Care Boss and Vincent Baker. Enjoy.

MALE

1. Apis Malefica
2. Labecula
3. Quintus
4. Lachesis Mutus
5. Acanthus
6. Eki of Bjornaer
7. Severin
8. Claris Sol
9. Acerbus Anquero
10. Lucere
11. Puliarus
12. Andredeo
13. Silenus Vox
14. Declamare
15. Circensus
16. Libra Mentum
17. Vassili Mercere
18. Ardesco Tremere
19. Badger of Bjornaer
20. Nikolas Abelafia

FEMALE

1. Murinus Mus
2. Soraya filia Tytalus
3. Damvild filia Eki
4. Pax Triumphia
5. Oldoyni
6. Domma Portia
7. Manuela filia Manuela
8. Ludmilla
9. Sorcha Diadnea
10. Alysium
11. Respondete Omuns Una
12. Repugnata
13. Diligentia
14. Zarya Flambeau
15. Alethia
16. Shade of Silver Spring
17. Clementia
18. Joslynn, the Merinita
19. Lillian Wright
20. Ernestina the Rabbit

SIGILS OF MAGIC

These are the tell-tale signs of a mage's magic, and will be involved somehow in all magic worked by that wizard. Long term magical works carry this mark, much like an artist's signature.

1. Extremely tangled hair
2. Sickening blue miasma
3. Scent of honey
4. Sound of crows calling
5. Feathers
6. Flowers
7. Bleeding
8. Bits of wood
9. Throbbing headache
10. Scent of sulfur
11. Singing
12. Flash of light
13. Smoke
14. Ice
15. Pain
16. Small, temporary physical change
17. A certain number
18. Geometric patterns
19. Glowing
20. Music or vibration