













to play Ars Magica.

16 complete grogs, with fully detailed personalities (so you don't have to roll them up yourself!), vivid examples of what grogs can be.
Numerous briefing sheets on the Art of Story Design, Life of the Grog, Creating Companions, Limits of Magic, Mythic Europe[™], the Code of Hermes, as well as many excerpts from the various Tomes of the

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Order of Hermes.









