

House rules for Zanziar setting

Table of Contents

1 Experience related house rules.....	2
1.1 Gaining Game Experience Points.....	2
1.2 Gaining exposure XP.....	2
1.3 Gaining cartography XP.....	3
1.4 Gaining story writing points.....	3
2 Vis.....	3
2.1 Using VIS for boosting effects, lab totals etc.....	3
2.2 Searching VIS using a season.....	3
2.2.1 Example: Gwyndham searches Vis from Largos	3
2.2.2 And how hard it is then to find VIS?.....	4
3 Using Confidence points.....	4
4 Language related rules.....	4
4.1 Latin Language.....	4
4.2 Language skills affecting book making.....	5
4.3 Learning from books.....	5
5 Aging in Zanziar setting.....	6
6 Shadow Pairs	7
6.1 Additional advantages of Shadow Pairing.....	7
6.2 Known disadvantages of shadow pairing.....	7

1 Experience related house rules

1.1 Gaining Game Experience Points

In Zanziar setting the experience is gained after each game session based on your immersion to your character(s) and situation. Each player is voting for the best acting character (doesn't mean who did the most or who acted most wisely). The one who gets most votes gains 3 story xp and second best in voting gets 1 xp. Others do not gain any story xp from that session. Voting your own character is shameless and not recommended.

Game master might reward some players for genuinely genius planning, heroic efforts or other wisely groundbreaking stunts. These extra awards can be suggested to any characters, but the ultimate judgment is by the game master.

1.2 Gaining exposure XP

As many of the Zanziar setting Magus' are not accustomed of magic, as they've sort of skipped the formal training session, they'll gain exposure experience points to related skills when they're participating Tribunals or other wisely actively working toward wellbeing of the order.

Exposure can be gained as long as ability reaches score of 3. Exposure cannot be ever gained to **Supernatural** or **Academic** abilities.

Maximum exposure is 2 xp total for skills best fit for particular character. These experience points can accumulate also on season when a character is mostly performing other activities, such as reading, practicing, training, building covenant or laboratories or searching for Vis. All lab activities keep characters so closely tied to their own project, that additional exposure is not always justified then. Use your common sense. If you feel that exposure took place, allocate the exposure points.

Exposure can be gained only on abilities which have existing score or XP in them. No new abilities can be opened.

Possible exposure abilities:

- Commonly used languages (not your own native)
- Magic Lore
- Magic Theory
- Order of Hermes Lore
- Carousing
- Area Lore (usually area of covenant surroundings)

- Artes Liberales¹
- ...and practically any other common ability

1.3 Gaining cartography XP

The Zanziar setting takes some effort in cartography, but to make it worth while the troupe has agreed to justify the time effort used. The maps are drawn by a character, in game. Thus the player actually drawing the map can select which of her characters is drawing maps and that character gains 2-3 xp for each mapping effort. These xp's can be directed to any skill that could theoretically be used for the aforementioned mapping effort, such as:

- Calligraphy
- Profession: Scribe
- Profession: Map maker
- Area lore
- Artes Liberales (architecture)

1.4 Gaining story writing points

The story that evolves as an email game between game sessions is just as important as the story actually played face-to-face. The email game log keeping takes a considerable effort and similarly needs to be motivated and justified in form of XP.

In Zanziar setting one gets 1 XP / season on each email game, that can be allocated freely.

2 Vis

2.1 Using VIS for boosting effects, lab totals etc.

Unlike in traditional AM5, in Zanziar setting we apply a basic bonus of +5 to every pawn of vis used. Thus, using VIS gives more noticeable bonuses, but also game masters intend to make VIS rare enough.

2.2 Searching VIS using a season

- $InVi+Int+StressDie$
AND
- $PER+Awareness+SecondSense*2+MagicSensitivity*3+SenseHoliness+StressDie$ (method 1)
OR
- $Per+Awareness+SecondSense*2+MagicSensitivity*3+AreaLore+StressDie$ (method 2)

¹ Only if your character is considered a barbarian among the 'civilized'. This is players call, as this is ultimately reflecting varying education backgrounds meeting each other.

2.2.1 Example: Gwyndham searches Vis from Largos

Assumption AreaLore Largos=2

First by searching using magic: $6+4+\text{StressDie}$

Then trying supernatural senses:

$$5+4+0*3+0*2+0+\text{StressDie} = 9+\text{StressDie}$$

OR

Alternatively using more common senses, such as area lore:

$$5+4+0*3+0*2+2+\text{StressDie} = 11+\text{StressDie}$$

Its clear that for Gwyndham, the most meaningful way is to use his puny InVI which most likely yields no results and then using his area lore and mundane skills to spot locations.

2.2.2 And how hard it is then to find VIS?

Using either of the formulas above, the results are as following.

Result 15+ Finding one easy source

Result 21+ Finding one average source

Result 27+ Finding one hard source

Result 33+ Finding one hard very hard source

Result 39+ Finding one absurdly hard source

Should the result be very large, a person can for instance find two hard sources with result of 54+. This is, however, a rare result as such talented vis finders are hard to find. Finding a vis source isn't easy, but its certainly rewarding.

3 Using Confidence points

Confidence points can be used to boost situations, where character is sure that he is "right". In practice one can gain +3 per confidence point used for the situation.

4 Language related rules

4.1 Latin Language

AM5 Latin = Arcane in Zanziar setting. Arcane is the old language originally created by dragons. The Arcane used by non-dragon species is less vulgar and more evolved than the purest form of Arcane still actively used by Dragons.

It's worth of mentioning that just as in AM5, also in Zanziar Arcane is considered a 'dead-language' for most purposes.

4.2 Language skills affecting book making

In original AM5 the language skill of 5 is a hard limit, like an on/off switch which isn't all that smart. Thus, especially due larger amount of languages applied in Zanziar setting, we've adopted a simple rule, which expands the original ruling a bit.

A book can be written when your effective language skill on language you intend to write a book is 3. However, lacking the finest details of language, your book is having a small deficiency. Similarly, if your linguistic skills are far beyond normal, you can also write in more fascinating and descriptive style, yielding a better book.

Compare the simple table below with your language skill(s) to find out how language skill affects the resulting quality of a book produced by yourself.

NOTE, other variables for book quality are still just as explained in AM5 Base book and AM5 Covenants supplement.

Language skill = 3 ==> -3 to book quality

Language skill = 4 ==> -1 to book quality

Language skill = 5-6 ==> +0 to book quality

Language skill = 7-8 ==> +1 to book quality

Language skill = 9+ ==> +2 to book quality

In Zanziar a professional is a person having 5 or more in professional skill such as Service, Profession or Craft. One needs to also have intelligence of zero or more to write books without deficiency, copying books doesn't require positive intelligence score.

4.3 Learning from books

As explained in AM5, one needs to have good enough skills on given language to be able to learn anything from books. Again, the hard limit of 4 is limiting and un-imaginative.

In Zanziar setting, the language skill will be a factor, rather than enabler in learning from books. A person with exceptional skills in a given language will certainly learn more and

quicker than a person who'd need to parse the message of the book with a dictionary. Thus, consult following table for knowing how your language skills affects the learning from books.

Language Skill	Source Quality Modifier
<=1	cannot study, too rudimentary knowledge
2	-4 source quality
3	-2 source quality
4-5	Average linguistic skills, no bonuses, no penalties
6-7	Can grasp inner meanings and hidden agendas. +1 to all breakthrough studies, due faster reading gain extra 6d for other duties.
8-9	Will grasp all inner meanings and hidden agendas. +3 to all breakthrough studies, due faster reading gain extra 12d for other duties.
10 +	Phenomenal linguistic skills yield benefits. Reader will annotate the book while reading, increasing the books quality by 1. Annotation can be done only once for each book. Also the reader gains +1 for book quality and he grasped all possible inner meanings and hidden agendas from the book. +3 to all breakthrough studies, due faster reading gain extra 18d for other duties.

5 Aging in Zanziar setting

Just like in regular Ars Magica setting, characters start to degenerate due old age when they reach their racial middle-age.

The rules for aging are explained in AM5 p. 168-169

Only difference from the core rules and Zanziar setting is the frequency of the aging rolls, as some races age considerably slower than the others.

	Childhood	Adolescence	Adulthood	Middle-age	Old age	Perform aging roll on every
Silver elf	0-80	99-161	162-485	486-728	729-	12 y
Dark Elf	0-80	81-161	162-485	486-728	729-	12 y
Faery	0-80	90-161	162-485	486-728	729-	12 y
Uldor of Underworld	0-15	16-29	30-150	151-211	212-	6y
Dwarf	0-44	45-80	81-242	243-404	405-	8 y
Hobbits	0-14	15-32	33-80	81-107	108-	2 y
Orc	0-8	9-17	18-35	36-62	63-	2 y
Tribes of the mankind below						
Uhrak	0-12	13-17	18-29	30-50	51-	1 y
Kuduk	0-12	13-17	18-29	30-50	51-	1 y
Mustang	0-14	15-20	21-35	36-65	66-	1,5y
Valar	0-15	16-25	26-42	43-80	81-	2 y
Norri	0-13	14-19	20-39	40-67	68-	1,5y
Lossoth	0-17	18-28	29-50	51-72	73-	1,5y
Riders of Largos	0-10	11-15	16-30	31-51	52-	1 y
Iiri	0-14	15-20	21-35	36-65	66-	1,5y
Mogba	0-10	11-15	16-26	27-50	51-	1,5y
Manne	0-12	13-16	17-32	33-55	56-	1 y

6 Shadow Pairs

The first Order of Hermes in the last years of its existence developed an accelerated method for re-building the second order. The method is unique and applicable only to the very first generation of the Magus' of the Order.

The Shadow Pairing links two Magus, with any skill levels together irreversibly. The bonding between the shadow pairs is very similar to the bonding of familiars. Three cords of similar nature can be bonded, just like for familiars. Its worth of noticing that no familiars can be bonded as long as the shadow bond is living.

All similar restrictions apply as for the familiar bonding.

6.1 Additional advantages of Shadow Pairing

- Permanent Arcane connection. There is a permanent arcane connection between the pairs, that is severed on the next Dragontide after shadow pairs death.
- When both pairs are studying the same subject on same lab, both can apply full lab activity experience and even gain assistance bonus. NOTE: Lab needs to be large enough to accommodate two Magus' working at once.
- If characters have "Strong Faery Blood" virtue, the pair can create faery bonds instead of the normal magical bonds between themselves.
- When a shadow gains more than 5 xp on one season to any given skill, art or ability that exist also on the other part of the pair, a single exposure experience is given for

the shadow.

Example:

Ghost of Wyrmandalus studies 3 pawns of Vim Vis in his lab. He gets 28 xp. His shadow pair Morgan gains 1 xp to Vim.

During same season Morgan is training "Horse who can fly" spell. He gains 4 xp on spell mastery. Should Morgan have gained one additional xp, Ghost of Wyrmandalus would have gained also 1 xp to Spell mastery.

6.2 Known disadvantages of shadow pairing

- No familiars while shadow pair is living
- Coloring the exposure gain. On each season when shadow exposure xp is gained, the pair who managed to get at **over 5 xp** needs to roll **stress die + appropriate stat + his highest trait**. This total is compared against ease factor of **12**. Should he get more than **12** the highest trait is "infected" to his shadow with the experience. Infection of trait has strength of +1 or additional +1 is gained. Maximum level for infected traits is one level lower than characters own trait score. In the end this will cause very similar trait base to be created for the shadow pairs. There is a limit of 5 traits that a single character can have at any given time, when shadow paired. If amount of traits grows larger for any reason, the smallest value (whether positive or negative) is discarded.
 - **Example:** Ethir is studying teaching by reading "Teaching by Forcing". He gains 5+3 xp (+3 comes from he being a book learner). $8 > 6 = 1$ xp of exposure of teaching is inflicted to Ethirs shadow (= Hileiath). Now Ethirs player (Max) rolls stress die (2) adds his communication (0) + highest trait (pious = 5). The sum is 7, which is lower than 12. Thus Hileiath doesn't gain piousness through the exposure xp of teaching.
- A botch done in lab work will always affect both the character causing the botch and also her shadow. The botch is determined simultaneously for both characters, but a shadow gets to reduct INT+STA from the botch result.