

Ars Magica

Qause & Cure

by Michael Gellar
& John Kasab



Cause and Cure

Table of Contents

Chapter 1: Introduction	4	Chapter 4: The Four Towers	35
Storyguide's Overview	4	Matthew's Tower	35
Sine Nomine	7	Mark's Tower	40
Chapter 2: Setting the Trap	10	John's Tower	45
Drawing the Characters In	14	Luke's Tower	48
Chapter 3: The Misty Palace	16	Chapter 5: The Aftermath	54
The Bedchambers	17	Appendix: Medieval Medicine	60
The Sea and the Island	22	Medical Theory	60
The Great Hall	25	The Theory of the Humors	61
The Baths	28	Medical Practice	63
The Courtyard	29	References	68
The Gatehouse	30	Medieval Medicine in Brief	70
The Bridge	31		
The Mainland	34		



Chapter 1

Introduction

The Misty Palace, the main setting for *Cause and Cure*, is a place of danger and self-reflection, where the characters' actions determine whether they live or die. They must face themselves on a footing where there is less difference between magus and mundane, deacon and ditch-digger, grog and grape-grower than in Mythic Europe. The characters must learn more about themselves in order to survive.

The goal of this adventure is to promote an in-depth role-playing experience. While there are points at which dice rolling is suggested, our intent is to have rolls be few and far between during the course of the adven-

ture. *Cause and Cure* is as much about setting a mood for the players as about being an adventure for the characters.

Storyguide's Overview

In this adventure, the characters are lured into a trap by a powerful magic being,

The Lady Aldona

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

Magic Might: 50 (75 in her stronghold)

Size: 0

Virtues and Flaws: Delusion -1 (thinks her experiment will answer her question)

Personality Traits: Morbid +6, Clinically Detached +4

Reputations: Expert on metaphysics of death +2, with philosophers

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+4	+2	+3	+3	+0

Soak: +5

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Artes Liberales 5 (logic), Brawling 1, Church Lore 5 (theologians), Disputatio 4 (philosophy),

Europe Lore 3 (monasteries), Guile 4 (false background), Medicine 7 (anatomy), Order of Hermes Lore 4 (philosophers), Philosophiae 8 (metaphysics), Scribe Arabic 5, Scribe Greek 5, Scribe Latin 5, Speak Arabic 5, Speak Greek 5, Speak Latin 5

Powers:

Being of Magic, 0 points: Aldona may fast-cast any effect up to level 25 (40 in her stronghold). She may further cast any effect up to level 50 (75 in her stronghold) as if it were a Formulaic spell.

Expel from Stronghold, 0 points: Aldona may cast out anyone from her stronghold into the Realm of Magic in the blink of an eye.