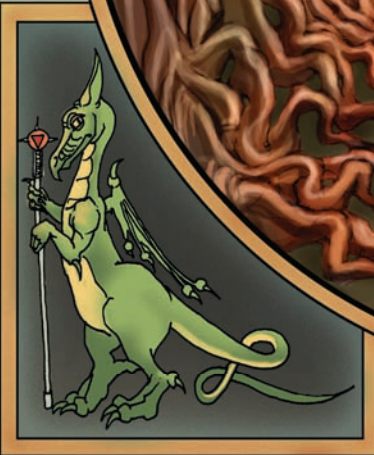


Ars Magica

Magic

Realms of Power



by Dahl, Ferguson,
Gronosky, Love, Post,
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AUTHOR BIOS

Erik Dahl is grateful to live in Davis, California with his dear and patient wife, who occasionally listens to him babble on about *Ars Magica* and did so several times during the writing of this book. He would like to dedicate his work on *Magic* to the Playstation 2 game *Katamari Damacy*, which (much like traveling through the *Magic* realm) is an exotic and strange but ultimately rewarding experience.

Timothy Ferguson wandered in briefly to write about cats, lounge around on the sofa, and knock things over. Really he was more trouble than he was worth, but he's cute, so what can you do?

Richard Love lives in New Zealand, which has sometimes been transformed into a magical place for film. He would like to thank his partner Paula for continuing to put up with his hobbies. He'd also like to thank Gladia, Verus, Ulrich and the other inhabitants of the Fons Albae chapter house for continuing to put up with Antaeus' unexplained sojourns into the forest and his occasional lack of pants.

John Post is an attorney who lives and works in a magical, fog-shrouded city by a bay. His lovely wife often drags him out to enjoy the natural beauty that surrounds them in Northern California. The flora and fauna there provided inspiration for his small contribution to this book. He hopes his ideas can make the most basic of *Ars Magica* adventures — the vis hunt — slightly more magical.

Mark Shirley's biographies in *Ars Magica* books have become more interesting than his real life. Suffice it to say that his job and his home remain unchanged, although he is a little older and more grizzled.

Andrew P. Smith most closely resembles a Man of the Lake in his Summer season. He briefly emerged from the regio of Lake Constance to make a minor contribution to this worthy tome.

Sheila Thomas lives near Cambridge, England with her gorgeous cat Elliott (his Powers include Aura of Rightful Authority, Feline Lullaby, and Incredibly Cute) without whose involvement the work would have proceeded much more smoothly. Her local aura promotes overwork. Sheila dedicates this book to her niece, Laura Sugrue, who will understand and use the contents.



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Ars Magica players participate in a thriving fan community by subscribing to email discussion lists (like the Berkeley list), compiling archives of game material (such as Project Redcap), maintaining fan-created web sites, and running demos through Atlas Games' Special Ops program. To learn more, visit www.atlas-games.com/ArM5. You can also participate in discussions of *Ars Magica* at the official Atlas Games forums located at forum.atlas-games.com.

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