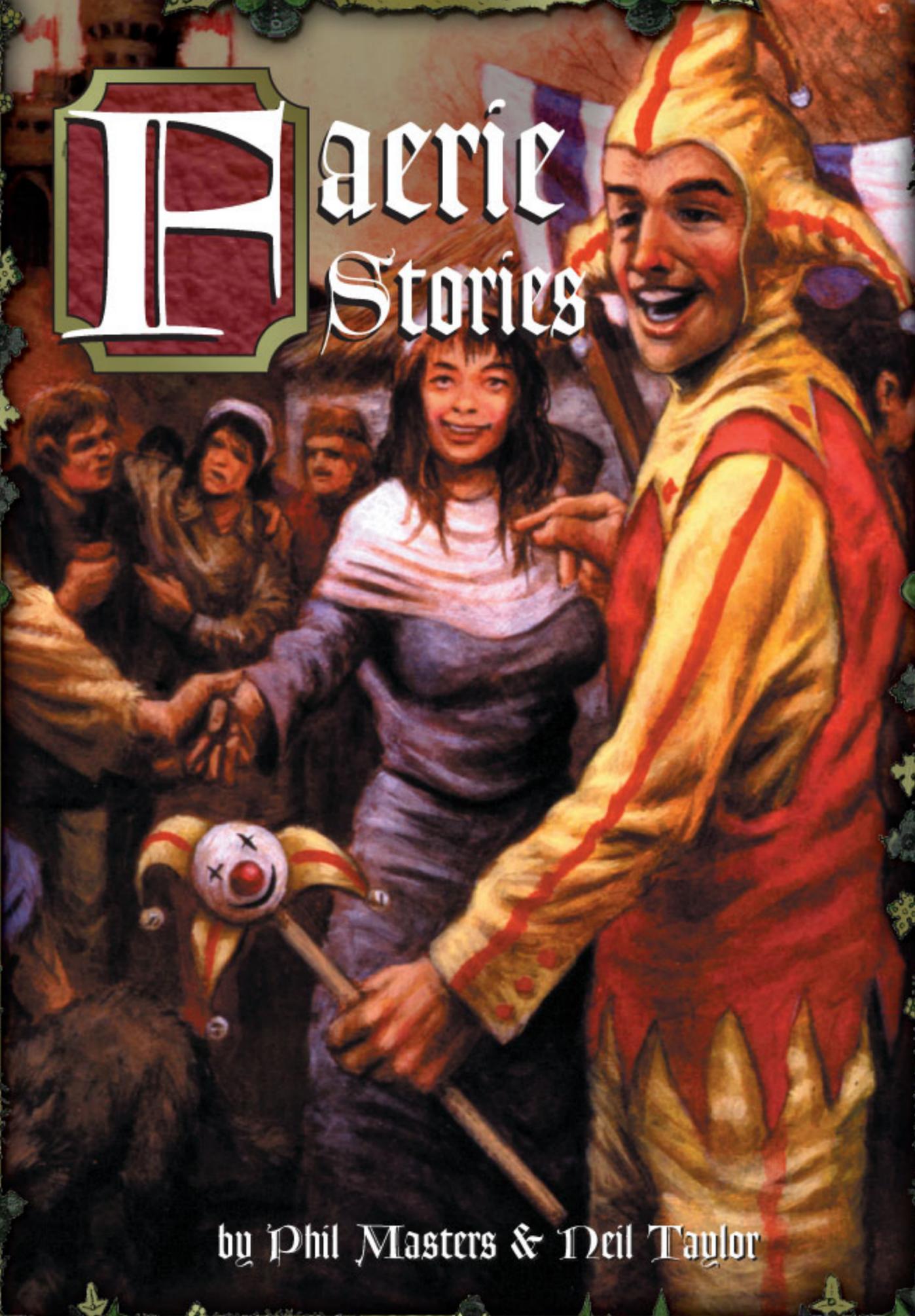


Ars Magica

Faerie
Stories

by Phil Masters & Neil Taylor



Faerie Stories

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Chapter I

Introduction

F*aerie Stories* is, first, a collection of ideas and detailed supporting information for **Ars Magica** stories, with a loose common theme — encounters and dealings with faeries. As such, it can serve as a simple but useful tool for storyguides and their troupes; a source of tales and ideas, ready to use when the storyguide needs an incident to fill in a gap in the flow of play, is temporarily short of inspiration, or simply needs a rest from creativity.

Second, it structures these ideas so as to provide a portrait of a geographical region wherein those stories may (if the storyguide so desires) all be set. This region is based on the geography of Brittany, in northwestern France (and, more importantly from the Hermetic point of view, in the Normandy Tribunal), and Breton legends inspired many of the ideas which follow. However, not only the stories, but the geographical framework, may easily be moved elsewhere in Mythic Europe. This isn't a guide to Mythic Brittany, simply a set of ideas growing from seeds which we happened to find in that land.

Nonetheless, third and last, the book details this region in enough detail and depth to provide the foundations for a complete saga. It's perfectly possible for characters to come across these incidents, and indeed this whole region, while wan-

dering far and wide, or for a storyguide to place any or all of these locations in odd corners of an established map of a saga's central area, more or less close to the characters' covenant. However, storyguides seeking a more substantial framework for a saga can use the book more intensively and extensively, placing *all* of the locations close to the covenant, using the major figures described in this book as recurring encounters, allies, or antagonists, and making these tricky dealings with the faerie folk into a recurrent theme. After all, the book describes not only wilderness locations, but, for example a small town, which could easily be the nearest substantial mundane community to some settlement of magi.

Furthermore, these story ideas introduce subsidiary topics along the way. While this book doesn't set out to make large additions to the lore or background of **Ars Magica**, it is inevitable that a text of this length will occasionally open up interesting byways and suggest digressions. These background topics are, in general, discussed in insert boxes close to the relevant parts of the stories. Consider them a small bonus.

The Shape of the Text

Most of the story ideas and setting details here take up one chapter apiece,



and form most of the remainder of the book. In some cases, one story idea will most easily be played after another, and in one case, we've given a chapter over to a description of a location, and then presented stories set there in two subsequent chapters. Thus, the book will probably make most sense if read in order — but feel free to dip if you wish. Framing everything else are Chapter II, which provides something of an overview, Chapter VIII, which suggests further ideas in short form, and an Appendix, which deals more specifically with the subject of Brittany.

Character Information and Rules

Character details and other rules-specific matters in this book are based on the systems described in *Ars Magica*, Fourth Edition, with some character details treated according to the optional rules presented in *Ordo Nobilis*. Storyguides are also strongly recommended to obtain

Faeries and *The Medieval Bestiary*. Any references to other books in the *Ars Magica* line will be specifically indicated as such, and will be entirely optional for users of the present volume.

Faerie Guile

Faerie characters who give their solemn word *must* keep it. Most will not even consider breaking their word, and those who do know that dire things will happen to them. All Intelligent Fae are accordingly cautious. If a fair bargain is to be sealed, and they believe the other party will abide by their half, then they *may* commit themselves. Otherwise, they will evade the problem by twisted words or silence, unless bound or forced.

They can become very skilled at this, which is represented in this book by a new Talent. Many faeries do not or cannot lie, but may use this ability instead:

Faerie Guile: This represents skillful choice of words, evasions, and ambiguity, short of outright lying. Force of personality is more important than expressiveness. *Specialties:* *Bargains*, *Politeness*, *Spreading Confusion*. (Presence, Communication.)