

Ars Magica

Living Lore



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Chapter 1

Introduction

Welcome to *Living Lore*, a collection of mythic people, places, and treasures for your *Ars Magica* game. Each entry in this book adapts a genuine medieval legend for use in the game, and the collection provides a wide range of legendary events, brought to life for your saga. From the sands of Arabia to the magical islands of the western ocean, *Living Lore* covers the whole of Mythic Europe.

Some of the legends are short encounters, ready to be dropped into a session whenever you want the players to encounter something a bit different. Others are locations which could form the basis of a story or two. Still others could form the core of whole saga threads. You should look upon this book as a collection of tools to help you add the feel of medieval myth to your saga, and with that in mind you should not hesitate to adapt each legend to better fit your troupe.

Many of the myths that inspired these adaptations were tied to a particular location in Europe, but there is no need for your use of the legends to be. The land of Hop could be hidden in the Mediterranean as easily as in the western ocean, and treasures from Arabia could have been brought to Hibernia in the distant past. On the other hand, these legends might be a good way to motivate your characters to journey to distant parts, and see more of Mythic Europe than their own covenant.

Similarly, major characters in the legends could be replaced by player characters, or other characters close to the covenant. The names of saints can be changed to better fit your saga's history, Arion turned into a celtic bard, and al-Sharmadal replaced by a Roman magician.

So, read on and let your saga bring the legends to life.

