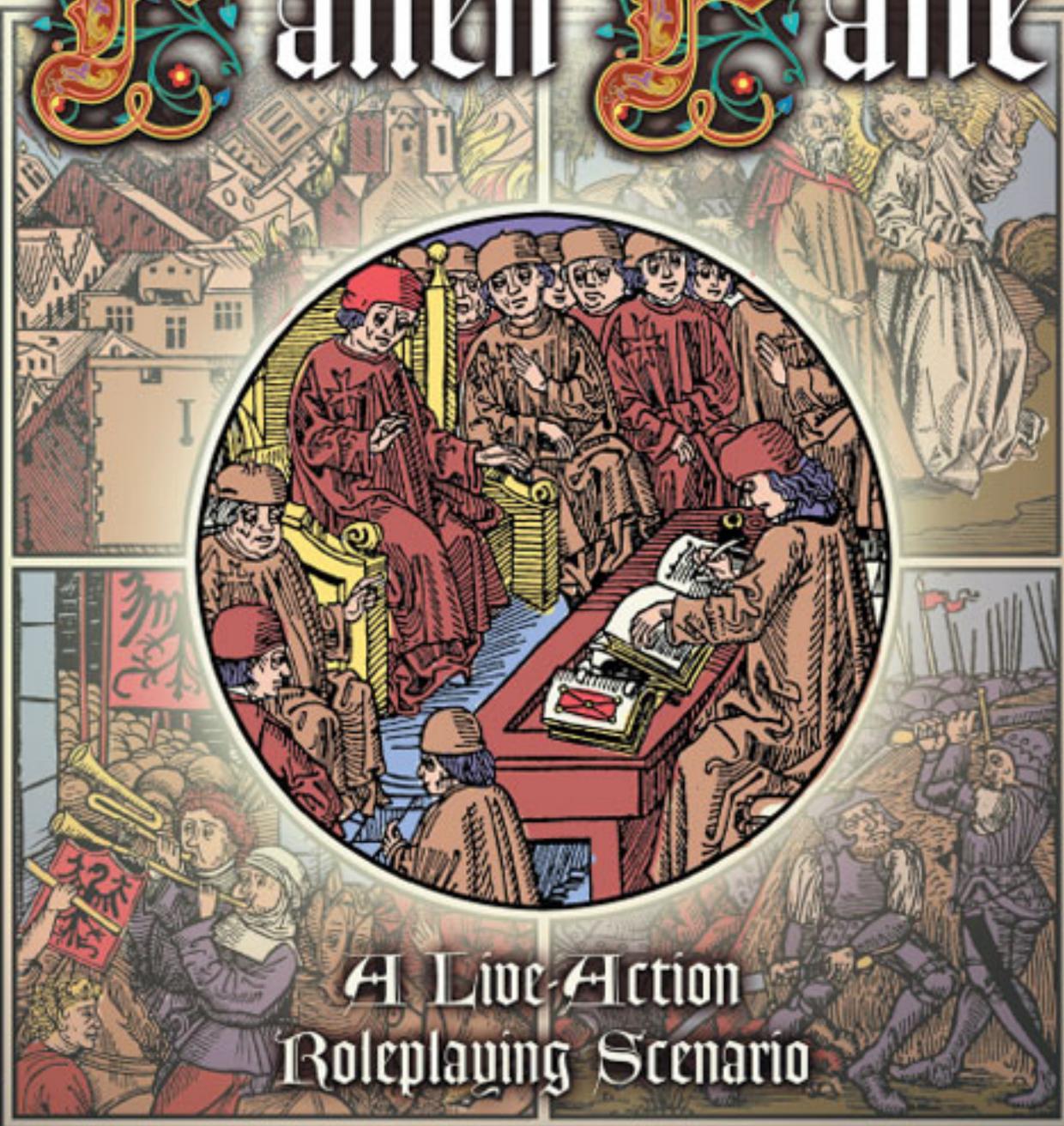


Ars Magica

The

# Fallen Fane



A Live Action  
Roleplaying Scenario

by

David Chart



# Table of Contents



Part One: Introduction 4  
Part Two: The Fallen Fane 9

## Cast of Characters

|               |               |
|---------------|---------------|
| Aroiragus 15  | Maximus 30    |
| Bertoldus 17  | Necopinus 31  |
| Coriolanus 18 | Orderic 32    |
| Doraldus 19   | Ptolemaeus 34 |
| Estella 20    | Quirinus 35   |
| Flavius 21    | Richildis 36  |
| Gunhilda 22   | Saphronia 37  |
| Hostiensis 23 | Theudar 38    |
| Iacopo 24     | Umaldi 40     |
| Junius 26     | Viridia 42    |
| Rakondera 27  | Westamia 43   |
| Lalith 28     | Xavier 44     |



## Part One

# Introduction



Welcome to *The Fallen Fane*. This book is something of a new departure, as it presents a freeform live-action scenario for **Ars Magica**. There are twenty four player characters and no NPCs, and the storyguide actually has very little to do.

The Rhine Tribunal is meeting to rule on the recent actions of the covenant of Fanum, whose foolish interference with mundanes led to the near-destruction of the covenant of Schola. While this is the main business, the attending magi also have other concerns to see to. The players take the roles of all the attending magi.

## Practical Considerations

The first consideration is finding twenty four players. You do not need the full twenty four, but the scenario will not work with less than a dozen, and improves as the number of players increases. The insert lists the characters in order of importance; start with number one (the Praeco) and work down. Note that Estella is obsessed with an utterly hopeless cause; if possible give her to a player who will be able to have fun with such a character.

Note that each character name begins with a different letter of the alphabet, running from A to X.

This will allow you make abbreviated notes, if necessary.

There are two ways to gather the requisite number of players. One is to run the game at a convention, this is by far the easier option. The other is to organize it yourself, advertise for players, and cancel if you don't get enough. Most of the notes apply to both methods, but will concentrate on the problems of running the game at a convention.

First, you need to organize a place and time. The scenario can be finished in four hours without too much trouble, but the pacing is largely out of your hands so you should avoid a rigid finishing time if at all possible. You will need a large area, as the characters need to be able to have private discussions in small groups. Ideally, you also need somewhere that everyone can sit at the end, for the formal part of the tribunal meeting. The area should be one that non-players are not constantly passing through, to help avoid confusion, and should not be too noisy, as the players need to be able to talk without shouting. The best solution is obviously a large room with chairs. As a rule of thumb, the room should be able to seat about a hundred, but if it actually contains a hundred chairs you need to be able to move them out of the way.

Second, prepare your materials. You will need two copies of every character sheet and thirty copies of the background briefing. You should also prepare sticky labels with the characters' names on; the magi would all recognize each other. Other than