

Faerie



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FAERIES™

A Complete Handbook of the Seelie



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Special, Special Thanks

Mark "Sorry about all those sentence fragments." Rein•Hagen, for tearing himself away from his current project to do some valuable development on this long-awaited supplement.

Lisa "Keep that mail man away from me!" Stevens, for giving up on the 24-hour-a-day work ethic in favor of a healthier lifestyle (including grocery shopping and other free time pursuits).

Jonathan "So long, Peoria." Tweet, for his original faerie contributions, and his appreciation of the magical and the fantastic. May your name always be in print.

John "Yet another obnoxious chart." Brandt, for spending the time to gently integrate all the separate influences which eventually made up this fine supplement.

Nicole "Sorry, Blinky, gotta go!" Lindroos, for limiting her indentured servitude to one small company at a time and delving into this project with both hands.

Cheryl "Those little people are hard to do!" Mandus, for her wonderfully evocative faerie cover.

Richard "Well, if you'd said so in the first place. . ." Thomas, for making things a little more curvy, the middle skinnier and the ends hang down a little farther.

Stewart "Alpha Male" Wleck, for keeping pace with the rest of the pack. We're getting better!

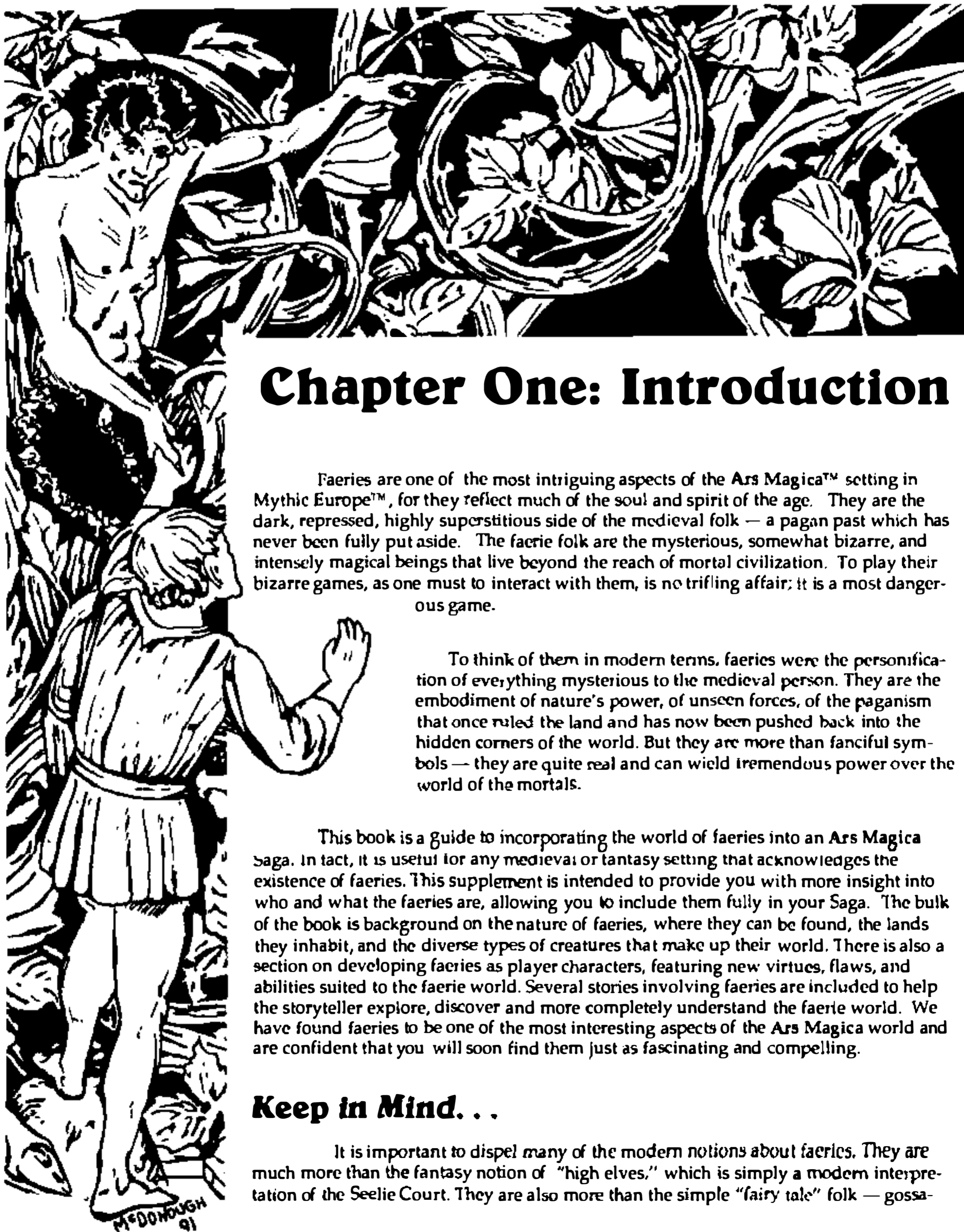
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Chapter One: Introduction

Faeries are one of the most intriguing aspects of the *Ars Magica*[™] setting in *Mythic Europe*[™], for they reflect much of the soul and spirit of the age. They are the dark, repressed, highly superstitious side of the medieval folk — a pagan past which has never been fully put aside. The faerie folk are the mysterious, somewhat bizarre, and intensely magical beings that live beyond the reach of mortal civilization. To play their bizarre games, as one must to interact with them, is no trifling affair; it is a most dangerous game.

To think of them in modern terms, faeries were the personification of everything mysterious to the medieval person. They are the embodiment of nature's power, of unseen forces, of the paganism that once ruled the land and has now been pushed back into the hidden corners of the world. But they are more than fanciful symbols — they are quite real and can wield tremendous power over the world of the mortals.

This book is a guide to incorporating the world of faeries into an *Ars Magica* Saga. In fact, it is useful for any medieval or fantasy setting that acknowledges the existence of faeries. This supplement is intended to provide you with more insight into who and what the faeries are, allowing you to include them fully in your Saga. The bulk of the book is background on the nature of faeries, where they can be found, the lands they inhabit, and the diverse types of creatures that make up their world. There is also a section on developing faeries as player characters, featuring new virtues, flaws, and abilities suited to the faerie world. Several stories involving faeries are included to help the storyteller explore, discover and more completely understand the faerie world. We have found faeries to be one of the most interesting aspects of the *Ars Magica* world and are confident that you will soon find them just as fascinating and compelling.

Keep in Mind . . .

It is important to dispel many of the modern notions about faeries. They are much more than the fantasy notion of "high elves," which is simply a modern interpretation of the Seelie Court. They are also more than the simple "fairy tale" folk — gossa-