

CREDITS

Authors: John Snead and Sarah Link

Product Manager: Jonathan Tweet

Line Developer: Wade Racine

Art Director: Daniel Gelon

Latin Consultant: Carol Monahan

Interior Illustrations: Amy Weber, Anson Maddocks, Bryon Wackwitz, Chris Rush, Doug Shuler, Eric David Anderson, Jeff Menges, John T. Snyder, John Ueland, Julie Baroh, Mark Tedin, Rosemary Roach, Susan Van Camp

Graphics & Layout: Daniel Gelon

Editing: Bob Kruger

Cover Art: David O. Miller

Cover Logo: Maria Cabardo

Print Coordinator: Keith Kentop

Fans of **Ars Magica** discuss the game on an e-mail discussion list. To subscribe, send the command "subscribe ars-magica" (no quotes) in the body of an e-mail message to majordomo@soda.berkeley.edu. To subscribe to a digest version of the list, send the command "subscribe ars-magica-digest" (no quotes) to the same address.

Project: Redcap archives and links to many of the fan-created **Ars Magica** pages on the World Wide Web. To get to Project: Redcap, point your browser at <http://redcap.org>.

Errata for the first printing of the fourth edition of **Ars Magica** is available on request. Send a self-addressed, stamped envelope to PO Box 131233, Roseville, MN, 55113. Up-to-date errata is also posted on the Atlas Games World Wide Web site.

Ars Magica, Faeries, and Mythic Europe are trademarks of Trident, Inc. Atlas Games and Charting New Realms of Imagination are trademarks of John Nephew, used under license. The Atlas Games logo is a trademark of John Nephew and Trident, Inc. Order of Hermes and Tremere are trademarks of White Wolf, Inc. and are used with permission.

This book was original published in print by Wizards of the Coast, 1995.

©2002 Trident, Inc. d/b/a Atlas Games. All rights reserved. Reproduction of this work by any means without written permission from the publisher, except short excerpts for the purpose of reviews, is expressly prohibited.



PO Box 131233 • Roseville, MN 55113
info@atlas-games.com • www.atlas-games.com

Digital Edition Version 1.0 • August 2002 • Stock No. AG1110PDF

CONTENTS

Chapter One: Introduction	4
Part I: Faeries in the Mortal World	
Chapter Two: Mother and Child	10
Chapter Three: The Four Estates	20
Part II: Faeries in Legend & Lore	
Chapter Four: Monk, Dryad, Duc	30
Chapter Five: Customs and Curiosities	40
Part III: Faeries in Arcadia	
Chapter Six: Songbird	60
Chapter Seven: Advice to Travelers	70
Part IV: Faeries in Ars Magica	
Chapter Eight: Faerie Places	78
Chapter Nine: Faerie Folk, a Bestiary	90
Chapter Ten: Playing Faeries and the Faerie-Touched . . .	126
Faeries at a Glance	141
Index	142





Welcome to the world of Faerie.