ET IN
ARCADIA
EGO

Three centuries ago, English magic faded, as the Ladies of the Lake left the mortal realm. Three years ago, the revival of English magic failed. The magician who tried it vanished, the magic they worked fell apart. Maybe it was never real. But you know better. English magic has been reawakened, and you have access to it.

Timeline:
— 1811: The revival of magic fails, the magician vanishes.
— 1814: *Now.* In April, Napoleon admits defeat and is banished to Elba.
— 1815: In March, Napoleon escapes Elba and begins the Hundred Days, culminating in his defeat in June at Waterloo.
— 1816: The Year without a Summer.

Magic left England because the Ladies of the Lake took it. Perhaps they took it because:
— It was dying and needed care in distant Avalon, like Arthur.
— Henry personally offended one of the Ladies, and this was how they punished him.
— Anne Boleyn was a powerful changeling and they were protecting magic from her.
— The long relationship between monastic mysticism and the Ladies meant that Henry's feud with and destruction of the monasteries led to retaliation.
— They lost a bet with a fairy and had to retreat from the mortal realm.

But no one can agree, and no one knows for sure.

Perhaps magic is returning because:
— The king, George III, is mad, and that opens the gates between England and Fairy.
— Fairies suddenly need things from the mortal realm again in their own political games.
— The magician of the revival didn't fail, but vanished and unworked their other spells.
— Wellington actually is the *rex quondam, rexque futurus* and this is Britain's hour of need.
— Myrddin Wyllt has gotten free, and is bringing back his dangerous magics with him.

Most scholars agree that back in Arthurian times, when Nineve imprisoned Myrddin, it was the last blow in a battle for control and stewardship of English magic. The Ladies of the Lake managed it from then on. Myrddin Wyllt was an agent of chaos and half-demon and could not be trusted! The almost-fairy Ladies of the Lake could be.

The Fairy

Save fairies for late in the game, or when a magician invokes one. Once a fairy is introduced, it becomes *the* fairy, and you should record it here.

Name:

Agenda:

Strands ❏ ❏ ❏ ❏

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