

KITHBOOK
Aelfan



CHRISTOPHER JOHNSTONE

WAYFARER'S SONG

Second edition

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Christopher Johnstone

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Table of Contents

CHAPTER ONE: INTRODUCTION	3
CHAPTER TWO: CHARACTER CREATION	8
CHAPTER THREE: CHARACTER DETAILS	20
CHAPTER FOUR: SONGS OF POWER	48
CHAPTER SIX: CRAFTS OF THE AELFAN	52
CHAPTER CHARACTER ADVANCEMENT	55

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Chapter One

Introduction

He was resting, half-asleep, deep in cool grass that spread upon a lonely hillside when he first heard it. At first it was but vague, a distant silvery chink and chime. It sounded like a laughing wind spilling through delicate wind chimes, or a brook flowing over crystal. But if it were a brook, it was a brook that had left its bed and flowed over the hills, for the sound of it drew nearer with each passing moment. It was but a heartbeat later when he arose from the lush green bed and gazed and over the hill and saw her. She sat proud and bold in the saddle of a horse that seemed too white of coat, too brisk in its step, too fiery in its eyes. Her dress was of velvet, as smooth and silver as twilight. And it was from a myriad of dangling silver bells, hung from harness and reins, that the eerie laughter arose. But all of this, every last detail was lost on him, for as she rode through the long, long grass she looked at him, and her eyes alit with silver fire. He knew in his heart in that moment that she was of no mortal mother born.

The Folk of the Forest are a people apart – creatures of nature’s beauty, having an elder grace and an inner magic that mortal men may only view with wonder and envy. Their voices are ever musical, their features calm and drawn, their eyes filled with luminous light. In appearance elves take after the wilds they dwell within, and those things they love the most. Taint runs thick in their blood. Those who live in an oak forest have eyes like moss and hair the colour of polished oak. Those who dwell in woods of golden willows in time take up a more slender, supple form, with hair the colour of sunlight shot through willow leaves and skin as white as willow wood. Those who love the sea have hair of foamy yellow, and eyes of sea green. Whereas those who love war become blood red in the eyes, and corpse-blue in the skin.

The Kithbook of the Aelfan folks provides you with all the rules, details and magic you need to create and play elves in the world of Mithgerd. Wayfarer’s Song has two other Kithbooks - one for Ettin (giants) and one for Duergar (dwarves). You will need the Core Rules to play the entire games.

This book only contains Character Generation and Advancement information. Please refer to the Core Rules for a general discussion of the RPG Wayfarer’s Song and rules for action resolution and character advancement.

How to Use this Book

Wayfarer’s Song has been laid out in a modular design. The basic rules for playing the game are outlined in the Core Book, which also includes rules for creating and playing Mortal characters. The book you are reading now is a supplement and only contains rules that pertain to Aelfan. You will need the Core Rules to play the full game.

Chapter One: Introduction

A brief overview of the rules and an introduction to Aelfan.

Chapter Two: Character Creation

A step-by-step guide to creating Aelfan characters.

Chapter Three: Character Details

This chapter describes in detail the powers, magics and skills of the Aelfan.

Chapter Four: Songs of Power

The elder and ancient magics of the Aelfan folks.

Chapter Five: Crafts of the Aelfan

The Aelfan are skill and wondrous craftsman and artificers. Their arts are charmed and their creations have a magic all of their own.

Chapter Six: Advancement

Provides information on how to advance your Character’s skills and talents during the game.

Wayfarer's Song - Kithbook Aelfan

Designer Notes

My goals, in writing the Aelfan Kithbook, have changed fairly dramatically as several different versions of the book have flourished, only to be found wanting, and then discarded. My initial aim was, foremost, to provide a concept that was a little different, a little unusual, and perhaps a little scary for the elves of Mithgerd. Increasingly however I have moved away from the idea of originality for Mithgerd elves, in favour of accessibility - mostly because I found that the bizarre, surreal concepts I was toying with did not appeal to me, personally, as a player.

My goals now are two fold: to present elves in a way that captures some of their history in northern myth, as a folk who are at once shining, fierce, beautiful and knowing, while also presenting them in a way that any fan of fantasy will not find too alien. I have settled on a number of important points, all of which I have tried to take into account in this book.

- Aelfan folk and Humans can have common children. The Aelfan may in fact be little more than an elder, more magical race of mortals. Few of the other folk of the myths of the north, the duergar, the ettin, the trolde, show such a propensity as elves for starting lineages of human nobles.
- Physically speaking, elves are as tall or taller than mortals, and can make for fierce, strong warriors. Elves are also undeniably, almost painfully beautiful.
- The elves of northern folklore excel in all arts, but in particular the arts of music and magic. They have many strange powers, and often seem able to gift - either temporarily or permanently - these powers to mortals.
- The dwelling places of elves are distant, removed either by seas, strange mists, tall mountains or deep forests.
- Elves are wild. They are very often associated with the woods, the mountains, the stormy seas, and the thick swamps.

Along with these major points there are a few minor points I wanted to take into consideration in the make-up of the elves of Mithgerd. I like the idea that elves have a true form that is veiled and made more beautiful by glamour. The glamour of illusion, which keeps an Aelfan beautiful, but which must be spent to work magic, is a feature of the rules for the Aelfan folk. I

also like the idea that elves are very magical, but also very illusory. A lot of the Aelfan magic in this book is of the illusionary sort. Much of what is not either fills out the points above, or expands on them.

Finally, a note on 'mixed parties': I do not envision a party of mixed kith being very easy to manage in Wayfarer's Song, but should the urge take you Aelfan could be matched reasonably easily with Mortal Men, although those mortals would risk becoming thralls to the Aelfan, sooner or later. Aelfan Folks do not much like Duergar, finding them ugly, tiresome little creatures. As with most other folks, Aelfan folk avoid contact with the Ettin.

Aelfan and Soulburn

Native Aelfan magic does not cause Soulburn, however, if an Aelfan were to use a Relic or stolen mortal magic that does inflict Soulburn then the Character will gain Soulburn and Taints in the normal way. Soulburn also, however, makes the Aelfan illusions more unstable. If you have three or more Taints, then every time you use any Aelfan magic there is a 1/10 chance of all you illusions and glamours collapsing and dissolving away for three days and three nights.

The Origin of the Aelfan Folk

During the years of the godslayer wars many mortals drank the blood of gods and took for themselves magic, and were possessed by that magic. There were some however, who slew too many gods, and drank too much blood. These mortals became so intertwined with the magic of the fallen gods that they ceased being human altogether, they became something else, not gods, but godlike, immortal, yet wracked by corrupting effects of magic. They became Aelfan.

The Courts of the Aelfan Folk

Of the mortals who drank too much of the god blood, many did not survive. Some were corrupted too drastically by enchantment to live long. Others were mistaken for incarnations of the gods and themselves slain by others. Others simply wandered away to the quiet places of the earth, and there lingered until accident or violence found them.

But among all the progenitors of the Aelfan folk, some did live, and more than this, they founded lines that

have down through the ages to this day. Today the these lines have built for themselves courts and fortresses hidden deep in the woods, hills and mountains of Mithgerd. Many of the Aelfan Courts are secretive, and most are suspicious of strangers. They have too much woe in the course of mortals seeking them out to thieve their magic for the ways of the Aelfan to be otherwise.

Sharp of Senses

All Aelfan possess remarkable sense of sight, hearing and touch. An Aelfan character can tell a sparrow from a finch at a league, and can hear the drone of galloping hooves from the same distance. Aelfan can see under star or moonlight as well as a mortal can see in full daylight, although in pitch darkness they are as blind as any other creature. Their sense of touch is equally refined, making the Aelfan artists and craftsmen of such skill that only the Duergar can claim greater talent in the making of beautiful things.

Resilience

The Aelfan by virtue of their enchanted natures possess a powerful resilience to those contagious diseases and poisons that may harm or kill mortals. For game purposes treat the Aelfan as immune to all mortal diseases and normal poisons. Aelfan may still be harmed by unusual poisons or enchanted poisons such as the venom of a worm, but even in these cases allow the Aelfan a significant advantage when testing for the effect.

Magic of the Aelfan

The magic of the Forest Folk is of an utterly different sort to that laborious, pragmatic sorcery of mortal men. The magic of elves gathers about them, seeps into the places they dwell near, touching all they love and hold dear. It is a protective sort of magic, sheltering and secretive in its power. For elves magic is more a matter of second nature than a supernatural thing. It reforms trees into great fortresses, gathers bright lightning-sprites to illumine the night, makes paths ever-changing, arouses mists and stirs the very trees to movement.

Glamourie

Elves are variously described as tall, lithe, beautiful, radiant and dazzling creatures – their power of beauty however is somewhat transcendental, as it is also the power of illusion. This aura of magic is termed Glamour and sometimes manifests in the blood of mortal men who are descended from an ancient elven ancestor. Glamourie is the magic that enchants the Aelfan with illusion, making them seem almost angelic in their beauty and grace. It is the magic that can rub off on their homeland, turning dark forests to enchanted realms.

Expending Glamourie

Aelfan tap into their reserve of enchantment to work magical spells and cantrips. An Aelfan Expend Glamourie to channel power into a temporary spell or enchantment. Glamourie that is expended can be recovered by harvesting more Glamourie from a natural Haven.

Investing Glamourie

When conjuring magic that is semi-permanent an Aelfan may be required to Invest Glamourie, rather than expend it. Glamourie which is invested is stored in a permanent enchantment until either the enchantment is destroyed or the Aelfan dispels it. Invested Glamourie cannot be recovered by harvesting from a Haven. In effect, the character loses one rank of Glamourie for as long as the enchantment remains in the world.

Aelfan Realms

Aelfan Realms are always clandestine kingdoms, encircled by barriers both mundane and magical and hidden from the prying eyes of mortals. Although Aelfan realms do not exist in another world, for the mortal they may certainly seem to. They are reached via paths, gates and caves that seem to appear, shift and disappear as easily as mists and sunlight. The air of the Aelfan Realm is always thick with magic and the trees and birds are somehow brighter, more beautiful and eerily watchful.

Gates and Ways

The paths and gates that enter Aelfan Realms are always hidden to the eyes of mortals. A village of mortals may live no more than a league from an entowered gate

Wayfarer's Song – Kithbook Aelfan

that leads to a realm in the heart of a nearby forest and be unaware that it even exists – although there will certainly be rumours of eldrich goings on in the woods. Gates are typically hidden by thick veils of glamourie woven by Aelfan kings and queens in ages past.

For a mortal to see a gate or walk upon an Aelfan path he or she must be Englamoured (see below).

Englamouring Mortals

Any Aelfan can ‘gift’ a mortal with a degree of Glamourie by physical contact. This contact may be as brief as a polite shake of the hand, or as intimate as a kiss. When you choose to Englamour a mortal you must invest one rank of Glamourie in the Mortal. The mortal may then see the gates to Aelfan Realms and walk the Aelfan paths. You can remove this gift at any time by taking back your rank of Glamourie.

If a mortal spends seven years or more living in an Aelfan Realm then she becomes ‘Elf-Taken’ (see Character Creation), ceases to age and gains Glamourie of her own. At this point you can take back the one rank of Glamourie you have invested in her as the character has been completely claimed by Aelfan magic and is, to all intents and purposes, now an elf.

Elfish Creatures

Birds and beasts that live too long in elfish lands begin to gather a little magic of their own – mainly to do with disappearing. Elfish creatures, be it the horses and hounds of the Aelfen Folk themselves, or the deer that run wild in the forest become over the passing of years, taller, more majestic creatures, with coats of glittering, rock-crystal white and eyes as deep and black as night. In leaving behind an Elfish Forest such a creature takes this magic with it, and descendants may show some of the same traits for a time. Elfish horses are much prized by mortal men, and the white stag of the elfish wood is a trophy that every hunter craves.

Kith of the Aelfan Folks

Although the root bloodstock of the Aelfan Folks are mortals who have been enmeshed in elfish magic, other folks and creatures can be drawn into the Aelfan charms too. The most common creatures that are Aelfan-Charmed are beasts of the hunt, dogs, horses and hawks. However, a variety of folks who have the

shapes and wits of mortals have also been drawn into Aelfan realms. In particular Trolde and Huld are known to have been ensnared. In all instances, englamoured creatures become draped in illusion, and become beautiful, wild corruptions of their original form. Often skin and hair are turned either white, black or red depending on the Aelfan Throne that has ensnared a creature.

Note that of all creatures, only Duergar are immune to elfish-charms and englamouring, no Duergar has ever been ensnared by elfish illusion. Also, although it is possible to ensnare and englamour the Ettin, this is done seldom or never, as the danger inherent in angering relatives and clan-friends is generally considered too great.

Englamoured Dog

Huge, the size of a bullock with great staring eyes and a lolling tongue like fire.

Command: 2 *Guile: 3*
Might: 4 *Prowess: 6*
Health: 6
Menace: 5 *Armour: 2*

Englamoured Huld

Pale skinned, dark eyed, peaceful and obedient, the Huld have long been taken by Aelfan Folks for servants and labourers.

Command: 5 *Guile: 5*
Might: 3 *Prowess: 6*
Health: 7
Menace: 4 *Armour: 2*

Englamoured Trolde

Shimmering of skin, white of hair, ivory of horn, the Elf-snared Trolde is a beautiful as it is powerful.

Command: 6 *Guile: 6*
Might: 6 *Prowess: 4*
Health: 15
Menace: 6 *Armour: 6*

Dwimmer

All things die, even those that dwell within Aelfan realms in Aelfan power, but when mortals or creatures that have been utterly overwhelmed by elfish magic succumb to eventual death there is a chance that the shade of the creature will remain on the earth, a silvery-

white ghost, bound forever to its Aelfan masters.

These elf-ghosts are called Dwimmer, and they are broadly speaking similar in power to the Shade class of Ghost (see Core Game). Dwimmer, however, have a powerful illusory beauty to them, are misty-formed and full of shimmering light. They are nothing like the dark shadows and twisted visages of death that are most ghosts.

Command: 5

Guile: 5

Might: 4

Prowess: 3

Health: 10

Menace: 5

Armour: 5

The Mortal View of Aelfan

Little is known of Aelfan ways and customs among Mortals, but those most learned of men, sorcerers and witches can tell you a little. Mortals believe that Aelfan realms are ruled by kings and queens and the Aelfan folk are divided into courts, some say just two: the good seelie and the cruel unseelie. Other tale-tellers will speak of many courts of varying magic and power and united in a loose council. Those very few who have visited Aelfan realms and escaped with their humanity can tell you a little more: the Aelfan are not at all what they seem, they are creatures infested with illusion and magic, and their magic will grow on anything they touch or love or even live near. Some Aelfan, so it is said, were once mortals, and were drawn into the eldritch illusion, trapped and reshaped. Aelfan indeed seem to have few children and, so it is said, those that are born are misshapen and often die in the crib. Certain wise-heads will tell you that the sole way that newborn elves come into the world is through the infection of other creatures with elfish magic, others will claim that Aelfan children can be born and live, but only unions between mortal humans and Aelfan will bring forth a viable Aelfan child.

Chapter Two

CHARACTER CREATION

She wandered into the forest, a child in rags with a runny nose. Too young to know better. Too alone to be told better. It was a strange music that hung in the air. Finer than the pipes and drums of the chieftain's high hall. Sweeter than the bone flutes of the travelling songsters. The deeper she ventured into the woven wood, the more tangled became the trees and her thoughts alike. Were those torches that glimmered in the distance? Blue. Green. Yellow. Was that the smell of roasting deer? When he emerged from the forest shadows it was too late to do more than cringe back a step, and tremble. She might have uttered some words, but nothing she could think of made sense. He was beautiful. All light. All wonder. Surely he must be the king of mid-summer days. The one who stole away mortals. The one who the old men told fearful stories of about the hearth fire. When he held out a hand to her she paused, then, tentatively, she let him cup her small fingers in his hand. He smiled and nodded towards a bright light that shone through the trees. Yes. There was definitely a deer roasting through there. And she was very hungry.

The following chapter will lead you step-by-step through the process of creating, crafting and refining an Aelfan Character ready for play. The character creation process varies a little for each of the player races of Wayfarer's Song. The Aelfan folks are a wild, illusory, sometimes majestic, sometimes tricksome folk. Their magic is mostly that of mists, charms, enthrallments and mirages. Their love of the wild places of the earth, their remote courts and hidden cities make them strange, almost alien, to a human eye. From these mixed features of the race derive the possibilities for your character.

CHARACTER TERMS

The following are some terms that you will find discussed in the following chapter.

Aptitude: A learned talent. There are fifteen broadly defined Aptitudes in Wayfarer's Song, ranging from Archery to Wisdom. Aptitudes are ranked on a scale from Poor to Mythic.

Bloodline: Because the Aelfan Folk are not really a true race or breed of people, but rather, broadly speaking a state of permanent infection-by-magic, it is important to know how much an elf you are. Bloodlines used in the game are: Aelf-Taken, Aelf-Marked, Aelfan

Halfblood, Aelf-Born and Old Blood.

Haven: A Haven is a sphere of natural magic and power. Each Throne has access to a mixed assortment of Havens, and each Character will have to choose a set number of Havens to be aligned with.

Ill-Weirds: Because of the large amount of magic flowing in the veins of Aelfan, all are afflicted with inborn magical Taints, similar to those caused by Soulburn. However to distinguish the Taint that affects the Mortal sorcerer, and the inborn affect that beleaguers all Aelfan, another term is used for the Aelfan: Ill-Weirds. **Skill:** 'Skill' and 'Aptitude' are interchangeable terms, but Aptitude is the preferred word. Sometimes a 'Test of Skill' or 'Contest of Skills' is called for in the text, and this is always a reference to a Test or Contest of Aptitude.

Throne: Aelfan belong to loosely allied kingdoms called 'Thrones' by the Aelfan and 'Courts' by Mortals.

Trait: Single, one-off quirks, backgrounds or physical features. Players can opt to purchase Traits during character creation whereas other Traits are accumulated during the game –physical and supernatural taints that result from using magic are the most common form of Trait that is gained during gameplay. For Aelfan the only Traits available during Character Generation are Ill-Weirds (see above).

Disciplines: Magical talents that can be learned or mastered by Player Characters. Disciplines are five tiered powers scaled from Rank One (very poor) to Rank Five (excellent).

Experience Points: Experience Points are earned during play and are used to purchase ranks in Aptitudes and Disciplines.

Wights: Aelfan refer to the Wild-Folk as 'wights' and this term is used throughout this book.

CREATING A CHARACTER

The following steps are presented sequentially, as an easy way to work from concept to finished Character. You do not, however, have to follow the steps through in exactly this order, although it is recommended if you are new to the game.

Step One: Concept

Step Two: Thrones

Step Three: Bloodlines

Step Four: Aptitudes

Step Five: Glamourie

Step Six: Disciplines

Step Seven: Songs of Power

Step Eight: Belongings

Step Nine: Final Details

Step One: Concept

Before beginning to mark in skills, levels and talents, you need to think about a character concept. The concept can be as vague as 'I'd like to play a Character that can use magic' through to a detailed paragraph description of your Character's upbringing, history, friends, enemies and life goals.

Would you rather play a mysterious Aelfan enchantress, a thane in green armour, a shape-shifting trickster, a noble lord or lady? Before creating your character, you need to think a little about what sort of character you would like to play. Character concept can be as simple as a name and a general feel for the character's personality, powers, likes and dislikes, or could include a fully fleshed out back story, perhaps a sketch, or list of acquaintances, friends, allies and enemies.

You can look over the archetypes provided in the simplified character creation section for some basic ideas, or perhaps you have an idea from a novel, a

folk tale, a film or other story you would like to toy with?

Example Concepts

Below are some ideas for concepts. These aren't intended to represent the entire range of characters that can be created, but will give you a feel for some of the scope available.

Aelf-Lord: The lord who leads the charge to battle, defender of the Aelfan realms, keeper of its treasures and a respected advisor to kings and queens. You are an Aelf-lord, one of the lesser royalty who, though perhaps a long way from inheriting great riches, have certainly inherited the magic and privileges of their class

Aelf-wright: What beautiful things are created by the Aelfan crafter - the master of strange and wondrous treasures, the creator of delicate, priceless things. You are an aelfan crafter who has concentrated on the arts of forging enchanted relics.

Aelfan Archer: Beware the shapes and shadows in the aelfan woods. For who among them may be an archer and what aelfan archer's arrows does not fly straight and true? You are a warrior and defender of the aelfan realms who has concentrated on the bow and arrow as a weapon of choice.

Earth Crafter: Strange material is this. Made from fallen autumn leaves you say? And this dagger is frozen sunlight? This box is stone and ice? Strange wares indeed. You are an crafter who has concentrated on the art of making rare and enchanted things out of the very elements of the earth, leaves, snows, sunlight, earth and rock.

Enchantress of Song: You know more than the petty magics of the common bard. You have studied the older, more ancient arts of the Songs of Power and in them is great magic for you to bid and bind. You are an enchanter-bard, who has studied both the arts of the common bard and the more sorcerous Songs of Power.

Foundling: From a young age the mortals of your village feared you. They saw in your eyes, you manners, you uncanny sight that there was enchanted blood in you veins. Blood long forgotten and inherited from a distant ancestor, but now again strong in you. You are Aelf-Marked and wereborn to human parents. Ostracised by superstitious humans you have set upon a quest to find you other family, the lost ancestors who gave you your enchanted blood.

Wayfarer's Song - Kitchen Aelfan

Lady of the Court: You drift through the court like a creature from a finer world among a rabble of lowly beings. You are a plotter in the court of a king or queen, an indulger in intrigue and royal advantage.

Laughing Thief: Is there profit in thievery? Perhaps, but there is certainly a degree of fun to be had. You are a thief, but not that manner of thief who steals out of need or greed. For you the very act of theft itself is the joy. You will delightedly plan and execute great thefts only to give the stolen treasure to the first child you meet on the way home.

Merchant Prince: The road winds one and the wheels of the carts creak and turn. Yours is the kingdom of the road. The ever-travelling, the ever-wandering ways are yours for your chief joy in life is the trading of exotic things - and exotic things can only be found in exotic places. You are a younger child of a noble house, not destined to any great inheritance you have chosen to make a fortune of your own.

Restless Hunter: No creature has ever escaped your spear and none ever shall. You are a hunter extraordinaire, a person obsessed with and living for the hunt, unable to rest for the call of the wild and unable to resist the temptation to follow a new rumour to an unknown and untested creature.

Royal Falconer: She came to you when you were but a youth, a lady in white and green. And with cunning words and clever gifts she stole your heart, then stole you away to. Now you dwell in her court, her servant, her falconer. You are a mortal stolen away from you home to serve as a royal falconer in the court of an Aelfan queen.

Seer of the Hollows: Your eyes see much that is hidden from all others, they see the turn of time, the reel of past, present and future and the ends to which all things may come.

Sorceress of the Golden Eyes: Your eyes flare with golden light when magic courses through the air. And what magic it is, your charmed, illusory and enchanted power. You are a student of the arts of the Aelfan sorcery of the sage as well as a worker of great illusory wonders and charms.

Thane of the Green: You barely recall you life afore you came to the green wood. For you have dwelt a long age as an Aelfan now, dressed in the green armour of the woodland protector, the thane and knight of the wild. You were stolen from your mortal home to serve

as a knight and woodland ranger in the court of an Aelfan king or queen.

Wandering Bard: Court life is not for you. No, for how can there be more joy to be had in playing quaint charms for kings than there is to be had in delighting, over-awing and giving wondrous dreams to the poor and dreary mortals of the distant, dull-earthed places? You are an Aelfan bard who finds more joy in performing what to mortals are wondrous and miraculous feats of music and magic than dwelling in endless tedium in an Aelfan court.

Wayward Lordling: Rub together you hands in glee for none yet know you are here. None have yet recognised you, or whispered your name. But they will know you, oh will they know you to their sorrow. You are a disillusioned, petty and sometimes cruel offspring of a noble house. Long since cast out of your court you are now a wanderer, an opportunist who lives outside the aelfan law, making riches wherever he can and exacting revenge whenever he feels he ought.

Step Two: Thrones

The Aelfan are divided into sub-kingdoms within the broader expanse of the Aelfan Realms. These kingdoms vie for power, bicker and sometimes go to war with one another, though generally they retain a respectable alliance against external threats.

Each **Throne** is named after the material that the actual throne of the kingdom is made from. *The Throne of Oak and Bone* is made from these materials, whereas the *Throne of Willows-Writhen* is made from twisted, woven willow. The Thrones themselves were crafted a long time in the ancient past and the bloodlines of the Kings and Queens who reign now do not represent an unbroken descent - although many a fawning courtier or herald will work hard to try and find some distant connection in the ancestry of a given monarch to justify their place on the throne. Generally, most kings and queens come to power through usurpation of their predecessors.

Throne of Applewood: An open woodland realm, sparsely wooded and mixed with meadows and hills.

Throne of Dragon-Glass: Dragon-Glass is the name given by the Aelfan to volcanic glass or obsidian. This is a mountain realm and its chief strongholds and

fortresses are built into the sides of high peaks.

Throne of Oak and Bone: A deep forest realm, thickly wooded, tangled and fog-choked.

Throne of Sea-Ivory: A coastal and seaward realm. It is the Aelfan lords and magicians of the Sea-Ivory throne who are rumoured to hold council and alliance with Sea-Wurums.

Throne of Silvered Jet: A kingdom of deep dells and ravines, high cliffs, forested slopes and strange, wondrous towers. The Aelfan of the Silvered Jet Throne are especially fond of the night, and whereas most other Aelfan conduct their affairs during the day, Throne of Silvered Jet is active most keenly under starlight.

Throne of Willows-Writhen: A kingdom of rivers, willow-swamps and misty moors. The Throne itself is an astoundingly elaborate weaving together of three willow trees which remain alive through magic and follow the seasons each year, spring growth bursting into green, then autumn gold and winter-sere.

Havens

The Aelfan are creatures of nature as much as they are creatures of magic. Aelfan clans and courts align themselves to one or more aspects of nature, from which they draw a little of their power and a lot of their loves and joys. There are Aelfan of the woods and wilds, of the hills, the mountains, the sea, and the day and night. When you create an Aelfan character you need to choose one or more natural havens that your character will have an affinity to. Think about how an Aelfan of the night and forest might differ from an Aelfan of mountains and snows.

You must choose at least one and no more than three Havens for your character. Each Haven grants your character some charmed powers in the form of a Discipline and, importantly, the ability to reap Glamour from that Haven. Thus, a Wood-Aelfan can harvest glamour by spending time meditating in a forest. A Night-Aelfan can harvest glamour by meditating under the stars.

Being aligned to multiple Havens will allow a character to harvest glamour from more times and places. Having more Havens, however has disadvantages. To reflect the splitting of resources, a character with more Havens is able to draw less glamourie from each haven.

Throne of Applewood: Day, Meadows and Woods

Throne of Dragon-Glass: Mountains, Snows and Mists

Throne of Oak and Bone: Day, Mists and Woods

Throne of Sea-Ivory: Meadows, Mists and Waters

Throne of Silvered Jet: Mountains, Night and Woods

Throne of Willows-Writhen: Mists, Moors and Woods

Harvesting Glamourie

You must be surrounded by at least one of your Havens to reap glamourie. For instance, if your character is Havened to Woods and Day, then to reap Glamourie she would either have to be in a forest or bathed in daylight. It takes at least an hour of meditative rest to reap Glamourie from your surrounds. You gain Glamourie faster if you are aligned to fewer Havens. If, for example, Day is your only Haven, then gain four Glamourie for each hour you spend in meditation. If you have two Havens then you gain two Glamourie for each hour of meditation. If you have three Havens then you gain one Glamourie for each hour of meditation.

Day

The light-aelfan are those who bask in the golden-white glory of the sun, the powerful blue of the sky, the warmth of day, the light of bright magic. The day, or light-aelfan can take glamourie from any source of direct, natural daylight.

Aspects of the Day: Your haven or havens affect the manner in which glamourie veils and changes your appearance. If you are aligned to the day then perhaps your hair will appear golden and shimmering, your eyes might light up in the darkness or even look red and fiery in direct light. Perhaps your skin is bronzed, or the colour of white fire. When your glamourie is at its highest ebb you may even be adorned by illusory bright gems with dancing, pale lights within.

Meadows

The wide grassy fields, the rolling hills where the flowers bloom in spring and the seed-heads turn all to a golden-bronze in high summer. It is these open, airy lands which are dear to your heart. Meadow-aelfan can reap glamourie from any field of wild, thriving meadowland,

Wayfarer's Song - Kithbook Aelfan

heath or heather.

Aspect of the Meadow: Eyes are the colour of grass, or flecked with all the hues of wild flowers. Or if the high hills and water-meadows are your home, your hair might be the hue of purple heather flowers and your skin the silver of heather leaves? An illusory crown of flowers might decorate your hair, or glamourie-woven petals might drift on the air about you.

Mists

The rolling sea-roke, the mist that twines about the alpine forests, the low creeping fog of farm and dale. The world in mist is a world apart, a world made strange and unearthly and more than a little magical.

Aspects of the Mists: Hair as silver as mist, or eyes that shift with a thousand shades of grey and white and lead. Skin that is deathly white, and a voice that seems always muffled as if subdued by wet and foggy air.

Moors

The lonely mires, the high, silver-rippled tarns amid wind-swept peaks, the emerald moss-hung swamp-forests, the high and heathery moors. These are the lands of your delight.

Aspect of the Moors: Hair that glistens with the green and grey of wet weeds. Eyes the pearly white of mists, skin as deep and brown as tannin-dark waters, and a crown of woven reeds and flowers.

Mountains

The high, airy places of the world, the sunshot clouds, the rocky peaks, the cry of the great golden eagle, and gleam of crystalline snows. The mountain-aelfan find much to love in their high and cloudy havens, and when in those mountains they magic of rock and cloud is theirs to harvest.

Aspect of the Mountains: Eyes like obsidian, skin the hue and pattern of marble or pale jasper or silvery mountain clouds. The gems and precious metals of the mountains are also your riches - might you wear a delicate, illusory crown of amethyst, or armbands and necklets of glamourie gold and rubies?

Night

The stars, the moon, the mists of midnight, the darkness

of the hours between dusk and dawn. These are the chief joys of the night-aelfan, and during these hours the them-of-the-night may fill their enchanted blood with the magic of the darkness.

Aspect of the Night: Skin and hair are as dark as raven feathers, or as glistening and pale as moonlit clouds. Gems like stars might string in your hair and hang about your neck and wrists, and your eyes might be those of an owl, or cat, lit with a starry glow.

Snows

Not limited just to new, white snow, any heavy frost, icy sleet, or thickest of blizzards will provide the Aelfan of Snows with a haven and wellspring of magic.

Aspect of the Snows: Hair like snow run round with a crown of frost. Eyes like moonlight on ice, or ever changing as the heart of a blizzard. Your breath might be preternaturally cold, or you might leave a tracery of frost wherever you walk.

Waters

The rush of foamy water over sharp rocks, the lull of a deep, green lake, the roll of waves upon the sundering seas. The Aelfan of seas and rivers know and love the waters of the earth as they sure as they know that water is the life-blood of nature, and all are but specks afloat in stream of life. The aelfan of waves and waters can take glamourie from any large body of water they stay in contact with during their meditation.

Aspect of the Waters: Is it the roll of sea-green waves that dance in your eyes or the glistening light of a mountain stream? Your skin might be the blue-grey of deep waters, or the pale white of rain falling through sunlight. When you laugh is it the sound of a burble of rushing water that escapes your lungs? When angered does your voice echo with the crash of waves?

Woods

The aelfan of the woods are perhaps the most common and the most elusive of the aelfan folk. These are the green-aelfan, the lords and ladies of ivy and mistletoe whose enchanted woodland realms keep their leaves all the year around, and who trees and beasts learn a little magic of their own in time. So long as a wood-aelfan is surrounded by a grove of trees she can harvest much glamourie from the wood and air and earth.

Aspect of the Woods: Eyes the green of lush moss

or the gold of flowing amber. Skin as pale as polished birch, or as dark and rich as chestnut. Your appearance might even change with the seasons. Perhaps in summer your hair is the golden colour of willow, or strung with a crown of illusory green leaves, but in autumn your hair and crown turn red, and in winter to snowy white or leafless grey?

Step Three: Bloodlines

Although not divine, the Aelfan folk are nonetheless immortal. For the Aelfan, time passes in a slow, dreamlike state in which age itself, given the roll of everlasting years, becomes almost inconsequential. Whereas in the case of Mortal men, and even Duergar, it is important to know the characters age, for the Aelfan it is more important to know how pure is the Aelfan magic that runs in her veins.

Aelf-Taken

You were born mortal, but have been taken into the Aelfan Realms and enchanted with Aelfan magic. You are the least respected of the Aelfan folk and the old-blood nobles will look down on you as a youngling. Regardless, the Aelfan magic still runs as thick in your blood.

Aptitudes: 35 pts.

Ill-Weirds: None

Aelf-Marked

Long ago in your mortal ancestry Aelfan blood was mixed with that of your forefathers. You were born marked by the Aelfan ancestry, but to mortal parents, and were probably much shunned. Until, that is, the day you found your true folk, the charmed folk who took you into their fold.

Aptitudes: 40 pts.

Ill-Weirds: Roll once on Common Table

Aelfan Half Blood

You share a mixed heritage, one of your parents being mortal, the other being of the immortal aelfan kith.

Aptitudes: 45 pts.

Ill-Weirds: Roll once on Common, and Unusual Tables.

Aelf-Born

You were born to Aelfan parents deep in the Aelfan realms. The magic is strong in you, so too is the corruption of magical taint that eventually ruins all Aelfan bloodlines.

Aptitudes: 50 pts.

Ill-Weirds: Roll twice on Common, and once on Unusual Tables.

Old Blood

You are born not only of Aelfan parents but into one of the age-old bloodlines of the Aelfan Folk. Your voice very nearly crackles with glamour and it shimmers in your footsteps - but there is always the price of old blood, the terrible wrack and ruin of sorcerous taint.

Aptitudes: 55 pts.

Ill-Weirds: Roll three times on Common, twice on Unusual, and once on Rare Tables.

Ill-Weirds

Aelfan magic runs thickest in the oldest, most pure bloodlines, but leaves in those bloodlines a curl of taint like venom in the vein. If you roll the same number twice you are considered unusually mildly tainted and gain only the single taint for the two rolls.

Optional Rule: Alternatively, instead of choosing traits from the above charts you can use the themed taint charts in the Core Rules. A Wood-Aelfan character would, in that case, take taints from the woods and wilds taints. A Snow-Aelfan from the frost and winter taints.

Common Ill-Weirds

- 1 Gangly: You are ungainly, tall and thin
- 2 Mood-writ eyes: Your eyes change colour pending your mood
- 3 Elf-Eared: Your ears go up to a point
- 4 Cat's Eyes: Your eyes are almond shaped with cat-like pupils
- 5 Uncanny eyes: Your eyes shimmer in the dark
- 6 Strange hair: Your hair is a strange colour, perhaps gold, red or pure white
- 7 Iron grows warm when you are within three paces of it
- 8 You smell strongly of glamour to animals, which grow edgy around you
- 9 Predatory face: Your features have a distinctly angular, almost feline cast to them

Wayfarer's Song – Kithbook Aelfan

10 You are unusually ill marked. Roll again twice.

Unusual Ill-Weirds

- 1 Steel and iron grow very hot, and spark when you are within three paces
- 2 Your voice always sounds musical. It penetrates illusion and can never be altered.
- 3 You are unnaturally tall and thin, and can never be mistaken for human
- 4 Translucent skin: Your skin is thin and pale and streaked with veins
- 5 Marked: Your skin is an unnatural colour, perhaps golden, midnight or even green?
- 6 If you are struck by an iron or steel weapon you take an extra rank of injury.
- 7 Willowy: Your bones are fragile and easily broken (-1 Fort)
- 8 Silvery eyes: your eyes are covered with a silvery film (-1 to Perc.)
- 9 You find the prolonged touch of iron unbearably painful
- 10 You are unusually ill marked. Roll again twice.

Rare Ill-Weirds

- 1 Season Blooded: The colour of your skin and hair change colour with the seasons
- 2 Your glamour ‘rubs off’ on anything you touch making it briefly beautiful
- 3 Mortals with 4 or less Willpower feel compelled to follow you and talk to you
- 4 Wild birds find you irresistibly intriguing and follow you from the trees
- 5 Elementals find you irresistibly intriguing and follow and swirl after you
- 6 A vague shimmering faerie fire constantly surrounds you
- 7 Brittle bones: Your bones are fragile and easily broken (-1 Fort)
- 8 Silvery eyes: your eyes are covered with a silvery film (-1 to Perc.)
- 9 You blood, when spilled, looks like liquid fire
- 10 You are unusually ill marked. Roll again twice.

Step Four: Aptitudes

Aptitudes describe spheres of practical knowledge that your Character may or may not have trained in. Your Character concept will give you a feel for what skills will be important to your Character.

Characters are allotted a pool of Aptitude Points (based on Bloodline) to add ranks to their Aptitudes. An

Aptitude is ranked at a default of Poor (Rank 1) unless you spend points to increase it. The higher the Rank you wish to increase an Aptitude to, the more Aptitude Points must be spent. Use the below chart as a guideline. For instance, if you wish to increase your Affray to Average, you need to spend a total of 7 points (1+2+4).

Aptitude Ranks

Aptitude Ranks are used to determine how talented you are in a given skill relative to other Characters. Wayfarer's Song uses eight levels of proficiency.

Rank One (Poor) – You have no training and very little natural skill.

Rank Two (Low) – You have the bare minimum of training.

Rank Three (Average) – You are about an average level of skill.

Rank Four (Good) – You can hold your own against most people.

Rank Five (Renowned) – You are considered a bit of a local champion.

Rank Six (Fabled) – You are profoundly skilled.

Rank Seven (Legendary) – There are only a few people in the world who can match you.

Rank Eight (Mythic) – Your skill is nigh godlike.

Characters are allotted a pool of Aptitude Points (based on Bloodline) to add ranks to their Aptitudes (enough points to increase all Aptitudes to Rank 3, Average. All Aptitudes are ranked at a default of Poor (Rank 1) unless you spend points to increase it. The higher the Rank you wish to increase an Aptitude to, the more Aptitude Points must be spent. Use the following Chart as a Guideline. For instance, if you wish to increase your Affray to Average, you need to spend a total of 7 points (1+2+4).

1 pt	Rank 1 to 2	1 Total
2 pts	Rank 2 to 3	3 Total
4 pts	Rank 3 to 4	7 Total
7 pts	Rank 4 to 5	14 Total
11 pts	Rank 5 to 6	25 Total
16 pts	Rank 6 to 7	41 Total
24 pts	Rank 7 to 8	65 Total

Aelfan Bonus Ranks: Before spending any Aptitude Points add the following bonus ranks: Crafts: +1,

Perception: +2, Wisdom: +3.

Summary of Aptitudes

Affray: Hand-to-hand combat with weapons.

Brawling: Unarmed hand-to-hand fighting.

Dexterity: Eye-hand co-ordination, agility and thievery.

Courage: Resolve in the face of fear.

Crafts: Handcrafts, arts and working crafts.

Cunning: Deceit, haggling, lies and guile.

Fortitude: Physical strength, endurance and power.

Perception: Awareness and alertness.

Presence: Charisma, leadership and appearance.

Ranged: Hunting and fighting with ranged weapons.

Subterfuge: Sneaking, hiding and moving silently.

Wayfaring: Boating, woodcraft, outdoor skills, tracking and foraging.

Willpower: Force of mind, fieriness of will, skill with magic.

Wisdom: Lore, learning and general knowledge.

Wit: Quickness of mind, skill at joking or insulting, problem solving.

Step Five: Glamourie

Glamourie is the illusory enchantment that hangs always in a shimmering aura about the Aelfan folk. The more powerful the force of Glamourie that envelopes an Aelfan the more enchanted, beautiful, and dazzling he or she will appear, both to mortals, as well as Duergar, Ettin, and even their own kind.

Aelfan folk of an older bloodline have a greater capacity to gather Glamourie about themselves. Thus even though an Old Blooded elf may in reality be the most ill-tainted of the Aelfan kind, he or she may appear to be the most stunningly alluring.

- 25 gl. Overpowering
- 20 gl. Enthralling
- 15 gl. Fascinating
- 10 gl. Alluring
- 5 gl. Charming
- 0 gl. All illusions are lifted

Potential and Current

Glamour is measured both in terms of Potential and Current Glamour. Potential Glamour is the maximum amount that a character can Harvest and keep about

herself. Current Glamour is that amount that a character presently possesses. Glamour is drawn on to work Aelfan charms and illusions, but at the cost of revealing one's true appearance to the world.

All new characters begin play with half of their potential glamour.

Bloodline	Potential Glamourie
Elf-Taken	5
Elf-Marked	10
Halfblood	15
Elf-Born	20
Old Blood	25

Describing your Glamourie

The glamour of the Aelfan folk takes after those things that the Aelfan folk hold dear to their hearts. Those who live in an oak forest have englamoured eyes the colour of moss and hair the colour of polished oak. Those who dwell in woods of golden willows in time take up the illusion of a more slender, supple form, with hair the colour of sunlight shot through willow leaves and skin as white as willow wood.

You should describe how your character appears when fully englamoured. This will be different, and far more lovely, than how she will appear when all her glamours are spent - the moment at which any taints she has will be most obvious.

Step Six: Disciplines

Aelfan magic is the magic of illusion and enthrallment. Their magic weaves about them in thick folds, feeding off, and giving power to the very heart of their Glamour. Disciplines, in Wayfarer's Song, are used to define magical and supernatural powers that your character may possess. The blood of the Aelfan folk is rich with enchantment and all Aelfan characters will have awakened to at least one magical Discipline. Although most disciplines are open to any character, some are restricted by Calling or haven.

Choosing Disciplines

Disciplines are bought in character creation from a pool of points. The purer of Aelfan ancestry, and thus the more magical, your character the more points you are allocated to buy or improve the ranking of disciplines for your character. Aelfan characters are highly magical,

Wayfarer's Song – Kitchen Aelfan

and Discipline points cannot be exchanged for skills or attribute increases – all new Aelfan characters are awakened to at least one Discipline.

Elf-Taken	2 points
Elf-Marked	4 points
Elfin Halfblood	6 points
Elf Born	8 points
Old Blood	10 points

Havened Disciplines

Havened Disciplines are only available to characters who are aligned with a specific haven. For instance, only WoodAelfan may gain ranks in the Wood havened Disciplines. It costs the following points to buy a Havened discipline at a given rank of proficiency. Although Discipline always have five ranks of proficiency it is not advised that a Storyteller allow a new character to be created with more than three ranks in any one discipline unless you are planning an immediately epic or legendary game.

Rank One	0 points
Rank Two	1 point
Rank Three	2 points

Open Disciplines

Open disciplines are available to all characters, regardless of haven. It costs the following points to buy an open discipline at a given rank of proficiency. There are only two Open Disciplines: Songs of Power and Illusory Arts.

Rank One	1 point
Rank Two	2 points
Rank Three	3 points

Glamourie and Disciplines

Unless otherwise stated invoking a Discipline to work magic and enchantment costs one Rank of Glamourie. Spent Glamourie can be regained through the meditative harvesting of Glamourie from a natural haven, but Glamourie regained in this way cannot exceed the character's maximum Glamourie.

Expending and Investing

To work many of the magic charms derived from Disciplines you will be required to either expend or invest Glamourie. When Expending Glamourie the Glamourie is spent, lost to the magic, and may be

recovered in the usual way. When Invested Glamourie is stored in the charm and cannot be recovered until the charm is broken or fades.

For example: A character of 15 Glamourie expends five Glamourie on a charm. Her Glamourie drops to 10. Later in the game the character takes an opportunity to harvest Glamourie from her haven increasing her total to 15 again. Still later in the game she invests three Glamourie in a spell. As long as the spell is in force she cannot recover the three spent points of Glamourie. Her potential Glamourie temporarily drops to 12. In the next game session the charm in which the Glamourie is invested is broken. Now that the investment is free the character may recover the three spent Glamourie in the usual manner.

Cumulative Glamourie

Some disciplines allow you to expend extra glamour in order to increase the power, duration or menace of the magic. A typical example might be: This power lasts for up to five minutes. You may expend an additional rank of glamourie to extend the duration of this power by five minutes. Although it is never stated within the text of the Discipline, in all cases you can spend any amount of glamour to add cumulative power to your spell. In the above example you could expend additional 2 ranks of glamourie and gain an extra ten minutes of duration.

Havened Disciplines

Day: Aelfscience, Auric Crafts, **Meadows:** Green Weaving, Vale of Flowers, **Mists:** Bewildering Mist, Swirl of Phantoms, **Moors:** Child of the Moors, Perilous Earth, **Mountains:** Lord of High Places, Master of Stone, **Night:** Mantle of the Night: Nocturne's Liege, **Snows:** Frostcraft, Winter's Liege, **Waters:** Command over Waves: Rainsong, **Woods:** Friend of the Green: Shadow of the Woods

Open Disciplines

Aelfan Archery, Aelfan Healing, Aelf-Wright, Allure, Beauty's Self, Beguiling Charms, Courty Pursuits, Dance of the Sword, Enthralment, Heart's Companion, Heart's Desire, Illusory Arts, Oracular Arts, Pageantry, Right of the Hero, Secrets Untold, Seeker, Silver of Tongue, Sleights of Magic, Songs of the Charmed, Songs of Power, Songs of the Traveller, Tales of Bright

Renown, Tricksome Shapes, Unerring Eye, World-Weaving Hands

Step Seven: Belongings

For the Aelfan Folk wealth is held in more magical than mundane forms. Although Aelfan will own more than a few real belongings and may very easily have accumulated some pretty golden coins and baubles their true wealth lies in such things as Englamoured Relics and Flame-Gems (See Crafts of the Aelfan, below).

Aelf-Taken: One week's food, Two finely woven sets of garb, Good leather boots and gloves, cloak, belt pouch, backpack, flint and tinder, armour (Protection 2), a weapon of no more than Menace 3 and a coin purse with 20 Silver Marks. Also, pick one *Treasures*.

Aelf-Marked: One week's food, two sets of very fine garb, excellent leather or felt boots and gloves, embroidered cloak, belt pouch, backpack, flint and tinder, armour (Protection 2), a weapon of no more than Menace 3, and a coin purse with 30 Silver Marks. Also pick two *Treasures*.

Aelfan Half-Blood: One week's food, Two sets of gem-stitched and embroidered garb, good leather or felt boots and gloves, rare-fur trimmed cloak, belt pouch, backpack, scroll case, flint and tinder, armour (Protection 3), a weapon of no more than Menace 4, and a coin purse with 40 Silver Marks. Also, pick three *Treasures*.

Aelf-Born: One week's food, Two sets of lordly garb, Good leather or felt boots and gloves, fur trimmed cloak, belt pouch, backpack, small strong box, scroll case, flint and tinder, armour (Protection 3), a weapon of no more than Menace 5 and a coin purse with 80 Silver Marks. Also, pick three *Treasures*.

Old Blood: One week's food, several sets of regal garb, fur-trimmed and gem-stitched, a cloak of shifting colours, belt, boots, gloves and any other small items of clothing, heavy and solid strongbox, flint and tinder, armour (Protection 4), a weapon of no more than Menace 6, and a coin purse with 150 Silver Marks. Also, pick four *Treasures*.

Treasures

Any of the following may be chosen as an item of Riches.

- A Mundane item of particular value. A horse, noble

suit of armour (Protection 6), beautifully crafted weapon (up to Menace 7), a valuable hunting falcon and gear, a set of skilfully wrought workman's tools, and so forth.

- A flame-gem that may store up to four Glamourie.
- An englamoured relic.
- A relic of no more than lesser enchantment

Step Eight: Final Details

Finally you need to work out a few minor details of the rules, add a few brushes of colour and a touch of life to your character. Most of the following Character details will change over time, some are eminently mutable, such as appearance and may change from game to game, others, such as your Character's name or level of Health are unlikely to alter unless a very serious event occurs in the game.

Name

The following is a list of personal names typical of those used by Aelfan.

Male Names

Iksaust Brodrin, Ards Kazines, Vairis Kaskars, Laigo Gunds, Tols Alvilni, Valdis Andaus, Ands Jormina, Anslaig BroNis, Elvitav Vlavs, Daustan Senars, Reindai Hens, Els Hailina, Frins Aldidzi, Adaigus Ricis, Raitval Ancists, Anis Arviksi, Gurds Inatis, Dris Maimnes, Railivi Kris, Egmodro Olavs, KalbIns Ainis, Kazigai Sis, Edualma Mars, Ivo Ivaldem, Aimirij Brentis, Olego Altermi, Zintaug DAVs, Ugis Vigmoni, Atvarma Gertis, Atins Vikaspo, Aris Imdotor, Raugund Osvergs, Edgars Osmanti, Anriss Borgen, Igorber Sels, Maivale Dairs, Modrigo Valds, Gairiku Teonts, Rentori Tormikt, Justaul Guss, Zimonat Intis, Alfrain Balmari

Female Names

Siga Illiga, Ietera Bira, Aija Ega, Sabenat Aulga, Line Evaleon, Dita Irdelin, Elgaiva Silvija, Lekse Linjone, Jutra Indacec, Jontoni Landa, Spida Gerozel, Rija Ilanda, Inuta Aldra, Lane Helilgo, Velvand Vizbula, Antines Korikat, Solizan Judlte, Lita Imona, Velmand Ilzaibi, Veneta Ina, Elija Vija, Asa Ivona, Dainta Agne, Sanatal Jeviolg, Ancita Anda, Asja Everiet, Lelija Indrona, Viana Tilolan, Gita Helgaiv, Amara Krianci,

Wayfarer's Song - Kitchen Aelfan

Lasmana Elena, Vizana Evelfri, Kariska Iza, Amarda Malva, Tinda Ilheleo, Lorigna Dagma, Venija Sija, Antasig Ilga, Alde Valdagi, Ana Sofijan, Eva Dandail

Appearance

It's always a good idea to think about what your character looks like. Because you are playing an Aelfan some aspects of your appearance will already have been set by the Ill-Weirds you have and your Haven, others will be at your discretion. You may want to draw a sketch, or write a paragraph to describe your character. How is your character's personality reflected in how he or she looks? Is your character's appearance a clear indication of personality, or is the outer appearance deceptive?

Personal History

What is your family history? Who are your parents? What did they do for a living? Are they still alive? Where does your family live? What has led you to the life you are now leading? What are you seeking in life? Is there some event that is particularly important? Is there something that you are trying to find? Something that you are trying to run away from?

Languages

All player Characters begin play with the ability to speak Isentongue, as well as three additional languages of choice.

Aelfan Languages

Aelfish: Language of Aelfan Folks

Aelfraun: Written form of Aelfish

Tribal Languages of Mortals

Asyneur: Spoken by the Asyneur

Beorga: Spoken by the Beorga

Morhorag: Spoken by the Morhorag

Laukar: Spoken by the Laukar

Skaldean: Spoken by the Skaldean

Vanargan: Spoken by the Vanargan

Other Languages

Duergar: Language of Duergar

Duergarvard: Written form of Duergar

Hulderling: Spoken by Huld and Nisse

Isenrune: Written form of Isentongue

Isentongue: Spoken by Ettin and Trolde

Ormtongue: Native language of dragons

Sutherlander: Hybrid form of Asyneur-Vanargan

Trade: Trade language common among all tribes

Runic: Used for writing and recording by mortal men

Language and Proficiency

Wayfarer's Song does not use a system of levels or proficiencies for Language. Instead Languages are treated as something either known or unknown. If you wish it is possible to treat Languages like Aptitudes and assign ranks to them. If you choose to do this allow each player 10 points to purchase ranks in Languages in the same way that Aptitudes are purchased.

Health

All Aelfan have 10 ranks of Health. Injuries result in your Health being reduced and when you rest Health is restored through the natural process of healing. Most Characters are considered fully healed at 10 Health, and no amount of further recuperation or magical healing will increase Health beyond this rank. Background Points (see below) can be spent to increase your total pool of Health.

Fatigue

A measure of your stamina and endurance. Aelfan Characters begin play with 10 levels of Fatigue. Heavy physical work or exertion results in your Fatigue temporarily dropping. As with Health, Fatigue is restored through rest, but recovers much quicker than wounds and injuries. Rest allows your Fatigue to recover, however, Fatigue cannot be increased beyond its initial level by resting. Background Points (see below) can be spent to increase your total pool of Fatigue.

Soulburn

You Character begins play with zero Soulburn. Aelfan magic does not invoke Soulburn and you will only gain ranks in Soulburn if you use an Enchanted Relic that causes Soulburn or steal Mortal magic. If you do suffer

Soulburn in this way the normal rules that apply to Mortals apply to you.

Background Points

Each Character is allotted 25 Background Points to spend on additional bonus Aptitude Ranks, Disciplines or extra belongings. Use the below chart as a guide to spending Background Points.

Background Point Costs

Aptitude Point	1 pt
Common Item	1pt
Expensive Item	2 pts
Treasure	3 pts
Additional Language	3 pts
Health: +1 Rank	1 pt
Fatigue: +1 Rank	1 pt
Glamourie: +1 Rank	1 pt
New Discipline	5 pts
+1 Discipline Rank	3 pts

Chapter Three

Character Details

In the previous chapter the process of Aelfan Character creation was outlined, in this chapter the details of a Wayfarer's Song Aelfan Character are explored. This character takes a more in depth look at the Aelfan Disciplines, Aptitudes and Songs of Power.

Aptitudes

The following is a detailed guide to the Aptitudes used in Wayfarer's Song. All Characters will possess a ranking in all Aptitudes. Your prowess in any given Aptitude can be increased during the Game by spending Experience Points.

Affray

Used for all hand-to-hand combat that involves weapon play. If you are using an axe or sword or spear in battle, you will use the Affray Aptitude when making attacks or defending yourself.

Archery

A combat skill used for all ranged attacks, including thrown attacks, such as with a spear, axe or dagger and missile attacks such as with a bow and arrow or sling.

Brawling

An Aptitude used for unarmed Hand-to-Hand combat. If you are wrestling or fighting unarmed, even if your enemy is armed, you must use the Brawling Aptitude. Injury for an Unarmed attack is resolved by rolling 2d10 and taking the lowest roll.

Dexterity

All eye-hand co-ordination, agility, jumping, running, climbing and dodging Tests of Aptitude. If engaged in combat but trying to escape rather than fight, a Character can use Dexterity versus an attack. If you

defeat an attack using your Dexterity you are able to weave out of range, run and escape - although the possibility of being chased or harassed with missiles will still exist.

Courage

Used to gauge whether you will be able to stand your ground against terrible odds or retreat in fear. Treat Courage in the game as something fluid and subjective. Usually if a character fails a Test of Courage the Character should be presented with two choices: either retreat and roleplay the fear or stand and fight but with a -1 level penalty to all Aptitudes. If a Character badly fails a Test of Courage, ie. Rolls a natural 10, or if the thing of fear is unusually terrible, for instance a mature Firedrake, the Gamesmaster may deem that the player has no choice and the Character must retreat. Keep in mind, however, that no-one likes losing control over their Character and failed Tests of Courage should be treated carefully.

Crafts

A general Aptitude to cover all handcrafts, metalworking, smithy, leather working and similar trades. If you wish to be more realistic, a player can split this Aptitude into a series of separate listed craft skills that are bought and increased with Experience separately.

Cunning

All social guile, trickery, lies, persuasion, arguments, riddle-telling and used for contests of insults or 'word-wars', which are common method used to settle rivalries in courts and king's halls.

Fortitude

Raw physical strength, size, muscle and endurance. Used for testing feats of strength and stamina.

Perception

General awareness and alertness, the Aptitude used when searching for something or someone or when trying to unravel the motives or intentions of another Character in a social situation. Also, a Test of Perception may be required by the Gamesmaster when some danger may be about to present itself - if you need to determine whether or not Characters will notice an ambusher or a storm on the horizon call for a Test of Perception. It is useful, however, if you call for Tests of Perception in the way to also require Tests of Perception when there is either nothing to notice or something simple but beneficial, such as a sprig of useful herb or a silver coin lost in the grass. In this case everyone will fail no matter what they roll. The occasional random Test of Perception will keep players from associating a Test of Perception with something being clearly wrong.

Presence

A measure of social charisma, charm, powers of seduction and leadership. Presence can be used to befriend and charm, and to a certain extent persuade others to help you, give you their support or lend assistance.

Subterfuge

Powers of hiding, sneaking, thievery and stealth. Subterfuge is used when trying to stealth, thieve, move silently, pick locks, move without trace or secretly and also when simply trying to hide from pursuers or hunters.

Wayfaring

A general outdoor skill used for foraging, setting snares or traps, looking for signs of game, telling edible plants from poisonous, herb-craft, navigation and weather-watching. A successful Test of Wayfaring against an Average difficulty will turn up enough food for about five Characters for a day. Food obtained through the Wayfaring Aptitudes tends not to preserve well, however, as it tends to be either game-meat or nuts, tubers or vegetables that will easily spoil.

Willpower

Sheer force of will, stubbornness and resolution. Used

heavily when engaging headlong with magic, but also when trying to find the internal resolve to keep going in the face of hardship or exhaustion.

Wisdom

General knowledge, lore and learning. A Test of Wisdom can be made to try and remember details concerning a particular place or person, some snatchet of history, rumours recently heard or more detailed pieces of knowledge.

Wit

Reflexes, quickness of thought and reaction time. Tests of Wit are typically needed upon being ambushed to avoid being struck by arrows or trapped in a net on the first attack, or when surprised by a trap, a treacherous dagger, or a sudden natural hazard such as a rockslide or a collapsing track-way on a cliff. Wit is a useful Aptitude to employ when noticing the event is important but physically moving out of danger doesn't present any difficulty. For instance, if, when moving through a rugged terrain of trees, a Character is assailed by a hail of arrows then noticing the attack in time is important but stepping behind a tree to take cover is then relatively easy. When escape is also tricky the Gamesmaster may call for a Test of Dexterity following the Test of Wit.

Havened Disciplines

Below are details of the Havened Disciplines that are available to Aelfan.

Day Havened

Below are the Disciplines available to Aelfan aligned with the Haven of Day.

Aelfscience

The light of fire and sun runs in your veins, and the golden halo of the day-blessed hangs about you in coils and veils and dancing lights.

Designer Note: Just a note of interest. Aelfscience means 'Elf-shining' in Old English and was used as a synonym for beautiful or radiant, generally applied to a person.

Rank One: You may expend one rank of Glamourie

Wayfarer's Song - Kitchenbook Aelfan

to surround yourself with a beautiful radiance of faerie fire. This light has the intensity of low daylight and will illumine the dark for about twenty paces radius. All undead and dark or evil spirits with a Willpower of 4 or less are repelled by this light and will be unable to come within five paces of you. What falls into the category of 'dark or evil spirits' is at the discretion of the Storyteller.

Rank Two: As with Rank One, except that undead and dark or evil spirits with a Willpower of 6 or less are affected.

Rank Three: As with Rank One, except that undead and dark or evil spirits with a Willpower of 7 or less are affected.

Rank Four: As with Rank One, except that undead and dark or evil spirits with a Willpower of 8 or less are affected.

Rank Five: As with Rank One, except that all undead and dark or evil spirits regardless of Willpower are affected.

Aueric Crafts

For you light is not a transparent and airy nothing, it is as real and solid as your own flesh, a flowing force you can feel, and hold and sculpt.

Aspects: Aueric Crafts allows an Aelfan character to direct, shape and command light. There must be at least some light present for an Aueric Crafter to work with, but the light may be either natural, artificial or supernatural in nature.

Rank One: You may expend one rank of Glamourie to draw light into a container and seal it there. If drawn into a clear container, glass or crystal, the light will continue to give off a faint glow that will, given enough years, eventually fade to darkness again. If uncorked the light escapes in a flash of brilliant luminance. The light remains natural despite being bottled, and can be used to harvest Glamourie, and if for instance sunlight is bottled the glow will affect dark spirits just as sunlight normally would. The type of light that is bottled will affect how the bottle shines: sunlight will produce a golden glow, moon or starlight, silver, firelight a rich flickering amber.

Rank Two: You may expend one rank of Glamourie to condense light into a liquid form that can be poured, kept in open containers and even drunk. When held in an open vessel the light gives off a rich glow that will in

time fade, just as with light that is bottled. If sunlight is drunk by an Aelf of the Day, the liquid light will restore one level of Glamourie. Light of Fire will cause the drinker to warm, and will save mortals from frostbite and deathly cold. Light of the moon or stars will restore a level of Glamourie to night Aelfan and allow mortals to see perfectly in dim light.

Rank Three: You may expend one rank of Glamourie to capture light in a metal item, capturing it there so that the metallic object glows with a hue of the natural light that is caught within. Larger objects require more light and a longer span of time to fill them to the point where they will glow. This is largely subjective, but a dagger or chalice might take no more than ten or so minutes, whereas a door, or column perhaps hours or even days or work. Also, different forms of light can only be caught in a certain variety of metal. Sunlight can only be woven into gold. Moonlight or starlight into silver. Firelight into bronze. Once bound with light the object will continue glowing, effectively, permanently. The light does eventually fade, but it will be centuries before all of its light is spent.

Rank Four: You may expend one rank of Glamourie to catch hold of and weave light into a solid object. Light when woven into a material has the hardness and consistency of steel, and can be shaped into very nearly anything. Larger objects take longer to coalesce. As a general rule of thumb, an object the size of a dagger will take about ten minutes, a sword, shield or small table, about an hour, a door, large table, cart or pillar, several hours.

The object you create will dissolve back into a nebulous glowing mist, then vanish altogether ten minutes after you have created it. You may spend one extra level of Glamourie to keep the object in existence for a further ten minutes.

Rank Five: As with rank four except that objects you create last for half an hour, and for each extra level of Glamourie that you spend you may prolong the life of the object an extra half hour.

Meadows Havened

Below are the Disciplines available to Aelfan aligned with the Haven of Meadows.

Green Weaving

If you close your eyes and listen you can hear the running of sap in all the living green things, the waft of wind through grass, the unfolding of each petal of each wild flower. The green is a vast world of growth and struggle and power, and for you it is a world of magic, to tap, to know, to command.

Aspects: Green-Weaving allows you to accelerate and command the growth of plants.

Rank One: You may expend one rank of Glamourie to cause an area of earth up to twenty paces in diameter to burst in sudden, and supernatural plant growth. The growth is random, and cannot be directed, but is fast enough that a field to turn into a heath of gorse, briar and shrubs in a matter of moments, and a wooded area into an impenetrable near-jungle of green. If cast indoors or on a courtyard or road, the effects will be less dramatic, but mosses, and small weeds will spring from seeds between the mortar as best they can. The epicentre of the wild growth you choose must be within your field of sight. It costs you one glamourie to work this charm.

Rank Two: As with above, except that you can direct the growth of the plants so that they entangle an object, group of people or animals or even a small building. If cast underground or in a building you can cause roots to burst through the earth or between stones. If creatures or characters are caught within the entangling green they are permitted a Test of Fortitude (diff. 5) each round to break free of the net of branches, stranglers and runners. It costs you one glamourie to work this charm.

Rank Three: As above except that you may choose for large, steely thorns to grow on the rapidly sprouting roots, branches and runners. Characters or creatures caught within the tangle will take Menace 3 damage to the whole body until they break free of the thorns. You may expend an additional rank of glamourie to increase the menace by 2 ranks.

Rank Four: You may expend one rank of Glamourie to cause a single shrub or tree to grow rapidly in ways that you direct. You could create a natural tree house, or wall of wood, a woven cottage of willows, or make faces or symbols appear in the wood. You're efforts are limited to the size a tree might naturally be expected to grow to. It costs you one glamourie to work this charm.

Rank Five: As with above, except that you are limited

to causing trees to grow up to three times their normal, natural limit.

Vale of Flowers

Beware the nodding red-gold-blue of the flowers that grow year-long in the vales of the lords and ladies of the green, green hills and downs. For the flowers that feed their thirsty roost on the magic of the aelfan become more than a little enchanted too in time.

Aspects: This power allows you to cause small fields of enchanted wildflowers to burst from the ground. The powers of these flowers varies from rank to rank of the Discipline. You may mix powers together using this Discipline. For instance you could create flowers that are infused with a perfume of Delight and Forgetfulness, but for each extra charm you add you must expend an extra rank of Glamourie.

Rank One: You may expend one rank of Glamourie to cause an area twenty paces in radius to burst into flower. The shape, colour and perfume of these flowers is entirely at your whim, and you can make them as natural or supernatural as you please. You can even add minor magical touches, such as causing the flowers to glow slightly or tinkle like silver bells in the wind.

The flowers will last for exactly one day, then wilt and die. Every year on the same day that you first worked this charm the flowers will again appear and bloom for a single day.

You may also work a charm of Delight into the perfume of these flowers. Any character who walks into the field of flowers will feel an immediate and irrational sense of rapture and happiness. A character may attempt a Test of Willpower (diff. 3) to resist this charm. Affected characters may begin giggling, laughing or simply relaxing in a drugged manner.

Also, any person who wishes to may harvest the petals of flowers these flowers and brew from them up to ten potions that if drunk will cause Delight, much as if the drinker were partaking the perfume of the living flowers.

Rank Two: As with above except that you can work a charm of Healing into the flowers you cause to burst to life. No character who lies in a field of healing flowers can die. Any character who spends an hour in your field will find their wounds healing one rank of severity. Additional hours heal additional ranks of severity. A potion brewed from you flowers will heal the drinker's

Wayfarer's Song - Kitchenbook Aelfan

wounds by one rank of severity.

Rank Three: As with above except that you can work a charm of Forgetfulness into your flowers. Any character who trespasses in your field of flowers must make a Test of Willpower (diff. 5) or be afflicted by forgetfulness and general befuddlement. Forgetful characters are unable to concentrate on complex thoughts and are easily persuaded by simple arguments. The longer an afflicted character remains in the field of flowers the more she forgets. A character who has spent an hour in your field will be unable to recall important tasks. Spending several hours may take away a character's memory of her name.

Once having left the field of forgetful flowers a character will begin to slowly recall their lost memories. After a week she should be in full command of her memories again.

Again, up to ten potions may be brewed from the petals of your flowers. If drunk the potions cause complete forgetfulness of the drinker's past for an hour. This can be resisted by a Test of Willpower (diff. 5).

Rank Four: As With above, except that you may instil a charm of Sleep into your flowers. Any character who crosses into your field of wildflowers must make a Test of Willpower (diff. 6) or fall into a deep slumber. Any character that falls asleep will remain asleep until either she is removed from the field of flowers or the field of flowers withers away.

Up to ten potions may be harvested from the petals of this field. If drunk the potion will cause sleep unless the drinker makes a Test of Willpower (diff. 8). A character put charmed to sleep in this way enters a natural sleep and will either awake in due course, or may be awoken by any loud noise or by touch.

Rank Five: As With above, except that you may instil a charm of Love into your flowers. Any character who crosses into your field of wildflowers must make a Test of Willpower (diff. 7) or be overcome with a powerful sense of love for all things, all creatures, all people. This is the warm, general sense of connectedness feeling as opposed to a romantic love for a specific character. Any character that falls into a state of love will remain so until either she is removed from the field of flowers or the field of flowers withers away.

Up to ten potions may be harvested from the petals of this field. If drunk the potion will fall romantically in

love with the first character that she see who she might arguably be able to fall in love with. This is a long lasting and powerful effect, and will last for at least a week. At the end of a week the character can attempt to make a Test of Willpower (diff. 9) to shirk off the effect. If she fails, then she will have to wait another week to make another Test of Willpower.

Mists-Havened

Below are the Disciplines available to Aelfan aligned with the Haven of Mists.

Bewildering Mists

Beware the mists that creep over the darkling moor, for within the heavy fog no light will prevail, and no foot can be put sure and firm.

Aspects: Bewildering mists allows you to conjure a cloud of enchanted mists that will confuse and at more powerful ranks trap those caught within.

Rank One: You may expend one rank of Glamourie to summon a cloud of silvery, vaporous mists that cover an area up to twenty paces in radius. Within the mists it is impossible to see more than a few paces, and any preternatural or natural abilities to sense direction are negated. Light sources, magical or otherwise are able to only illumine a few feet.

Rank Two: As with Rank One except that the mists can cover an area up to forty paces in radius.

Rank Three: As with Rank Two except that anyone caught within the mists must make a Test of Perception (diff. 5) or become **Trapped**. A Trapped character cannot leave the boundary of the mists. Even walking in a straight line results in finding yourself back where you began. A non-trapped character is, however, able to lead a Trapped character out of the mists.

Rank Four: As with Rank Three except that all characters with a Perception of Rank Four or less are considered automatically trapped within the mists.

Rank Five: As with Rank Four except that all characters with a Perception of Rank Six or less are considered automatically trapped within the mists.

Swirl of Phantoms

Strange voices drift upon the mists, eerie noises clatter and crunch, dark phantoms appear and vanish. But the echoing tricks misty air that confuse and frighten

the unwise and the uncharmed are yours to command. **Aspects:** Swirl of Phantoms allows you to conjure illusory, misty phantom voices, visions and shadows, as well as work tricks of obfuscation and confusion.

Rank One: You may expend a rank of Glamourie to conjure disembodied voices, strange eerie animal screams, howls or crunching footsteps. Any character who is within earshot of your illusions must make a Test of Willpower (diff. 3) or become distracted and fearful. The illusion last for five minutes, although may expend an additional rank of Glamourie to extend the duration by an additional five minutes.

Rank Two: You may expend a rank of Glamourie to conjure a wall of swirling silvery mist that is filled with dead, disembodied faces and frightening visions. Any character who wishes to try and move through the mists must make a Test of Willpower (diff. 4) to do so. This mist will cover an area up to twenty paces in radius and will last ten minutes. You may expend an extra rank of glamourie to extend the duration of the mists existence by a further ten minutes, or you may invest a rank of glamourie to make the mists permanent.

Rank Three: You may expend a rank of Glamourie to transform your flesh, clothing and possessions into a grey and misty form. In this form you may move about normally, but are unable to physically affect the world around you, or cause injury. You can pass through thin objects such as a loose tangle of branches or a curtain, but cannot pass through anything more solid. You cannot be harmed except by enchanted weapons or magic. You may remain in this form for as long as you can sustain concentration.

Rank Four: You may expend a rank of Glamourie to fill an area of mist no larger than twenty paces in radius with silken gossamer strands strung with sticky dew. Any character who attempts to move through the gossamer threads must make a Test of Fortitude (diff. 6) every five paces or be stuck until a successful Test of Fortitude can be made. The charm may be cast on natural or unnatural mists. It will last for ten minutes, but you may extend this duration by an additional ten minutes by expending an extra rank of glamourie.

Rank Five: You may expend a rank of Glamourie to step past twenty paces of mist-shrouded ground with a single step. The mist may be either natural or unnatural but must be present for this charm to work. Any character who observes you use this power will

perceive you simply to have vanished from sight. Anyone seeing you finish your step will see you seem to appear out of the mists.

MOORS HAVENED

Below are the Disciplines available to Aelfan aligned with the Haven of Moors.

Child of the Moors

There are many secrets hidden in the murky waters of moors and swamps. But the Aelfan of the swamp know that what no other knows. They know the secret ways and old paths. The lost cities buried in the morass. The arts of dealing with the spirits and monsters of the swamp and the magic that is needed to master them. **Aspects:** Child of the Moors grants you charms associated with surviving and travelling in swamps and wetlands.

Rank One: You can move over swamp, moor or shallow water, moss and tangled weeds as easily as most mortals can move over dry ground. This is a passive power, you do not have to expend Glamourie to use it. You may also expend a rank of Glamourie to hold your breath for ten minutes, weather it is to avoid inhaling foetid fumes of the swamp or move through water;.

Rank Two: By expending a rank of Glamourie you can summon forth all the small crawling, slimy, winged things, spiders, worms, beetles and moths that are living within a twenty pace area. You can direct these things to swarm together causing a frightful, if harmless, display or can use the creatures as a hundred tiny eyes to hunt for someone or something. Th effects lasts as long as you remain concentrating on the magic. If you work this magic in a swamp or moor you can extend the range to take in forty paces radius.

Rank Three: Secrets of the swamp: You may expend a rank of Glamourie to know if there is anything hidden, unusual, secret or out of place in an area of swamp within a league distance.

Rank Four: By expending a rank of Glamourie you can summon up a small, glowing will-o-the-wisp from a swamp. Will-o-the-wisp are very minor spirits of the swamps but have their uses. They know every corner of their native world and know at any given time what is occurring where. The wisp will act as a

Wayfarer's Song – Kitchenbook Aelfan

guide or spy if asked, and will answer questions truthfully. The wisp will remain in your service for twenty minutes or until you dismiss it. You may expend extra Glamourie to retain the service of the wisp for additional minutes.

Rank Five: You can summon and give one simple command to a supernatural creature of the swamps such as a marsh trolde, moor wurum, or pond kraken that has no more than 20 points spread across its attributes. The creature will follow your command to the letter, without trying to pervert its meaning, and will risk its life for you if it is so required.

Perilous Earth

The moors are dangerous places, there are swamp-lights to beguile and mislead and sink holes that suck the unwary down to their doom.

Aspects: Perilous earth allows you to conjure up the natural dangers of the swamps and moors in any landscape.

Rank One: You may expend a rank of Glamourie to conjure up a flickering swamp fire anywhere within your sphere of sight. The swamp fire will immediately begin to drift slowly in the direction of the closest natural hazard, such as swampy ground, an unstable cliff, or a gravelly slope. Any character who comes within five paces of the swamp light must make a Test of Willpower (diff. 3) or feel compelled to follow the light. The swamp light will vanish once the character reaches the place of natural danger.

Rank Two: You may expend a Rank of Glamourie to turn an area of dry earth, soil or clay up to ten paces radius into a shallow marshy, sucking morass. Any characters caught in the morass will sink up to about a foot becoming effectively trapped in the bog unless they make a Test of Fortitude (diff. 4).

Rank Three: As with Rank Two except that the your may cause an area up to twenty paces radius to turn to morass and character caught within the swamp will sink up to three or four feet – effectively up to the waist of a normal mortal. Characters caught within the Morass must make three successive Tests of Fortitude to escape.

Rank Four: You may expend a rank of Glamourie to conjure a flickering swamp light. Any character or creature that looks directly at this hovering light must make two successive Tests of Willpower or become

enthralled by it. You may control the movement and position of the swamp-light as long as it remains within a with a hundred paces of your location and you are able to concentrate on it. Enthralled characters or creatures cannot take any action except attempt to follow the light. If the swamp-light leads a character to a place which will be dangerous or fatal to follow it into – such as off a cliff – then the character is allowed another Test of Willpower (diff. 6) to break free of the spell before following.

Rank Five: You may expend a rank of Glamourie to conjure up a foetid, choking and poisonous mist. The mist will arise out of the ground over a twenty pace radius and all characters caught within must make a Test of Fortitude (diff. 7) or be overcome by coughing and spasms. If cast in a swamp the mists will linger for some few minutes, if cast elsewhere they dissipate after a few rounds.

Mountains Havened

Below are the Disciplines available to Aelfan aligned with the Haven of Mountains.

Lord of High Places

Grey shaped, a ghostlike form flits from crag to cliff to mountain peak. The aelfan of the high and rocky places of the world are adept at moving as quickly and silently over their mountainous realm as the wood elf is a master of slipping through green forests, as the snow elf is a master of treading lightly on snow.

Aspects: Lord of High places allows you to move among the crags and cliffs of the mountain realms with absolute ease.

Rank One: You have perfect balance, never suffer from vertigo and could run or leap along a blade thin outcrop or rock or narrow branch with equal ease. You can also leap up to five paces in any direction, or even vertically into the air with ease. Combined your balance and ability to leap remarkable distances gives you a goat-like ability to traverse sheer and impossible landscapes. This is a passive power, you do not have to expend glamourie to use you extraordinary balance or talent for leaping from rock to rock.

Rank Two: As with Rank Two except that you can leap up to ten paces from standing without effort. Also when in a rocky or mountainous area you may expend

a rank of Glamourie to work an illusion of concealment. If you do this you will appear to vanish into the background, and will remain all but invisible if you do not move. If you do move, however, characters with a Perception of 6 or better may notice your presence as a vague blur of movement on a successful Test of Perception (diff. 4). This effect last up to ten minutes, although to can extend the duration an additional ten minutes by expending an extra rank of Glamourie.

Rank Three: You can fall up to ten paces, twisting like a cat in the air and always land unharmed. This is a passive power, you do not need to expend Glamourie to use it.

Rank Four: As with above, except that you can fall up to thirty paces unharmed. Also, You can climb sheer surfaces, cliffs and walls that are apparently without handholds by passing a Test of Dexterity (diff. 3).

Rank Five: You can climb sheer surfaces, cliffs and walls that are apparently without handholds without a Test of Dexterity.

Master of Stone

Ancient magic runs in the blood of the mountain aelfan, strange charms that make them aware of the rocks and earth of their high realms in a way that no other being is. For the mountain Aelfan the earth itself is alive, and willing to answer the call of the Aelfan voice.

Aspects: Master of Stone allows you some command over the elements of rock and earth.

Rank One: You may expend a rank of Glamourie to sculpt any lump of stone small enough to hold in you hands into any form or shape you desire. The stone turns to a clayey consistency for a few moments and shapes itself as you concentrate on the new form you want it to take.

Rank Two: You may expend a Rank of Glamourie to make you flesh temporarily as heavy as stone. This affect lasts long enough to automatically pass one Test of Fortitude or resist being knocked over or picked up by either a force of nature or large creature.

Rank Three: You may expend a rank of Glamourie to cause a crack or open up in the side of a cliff or large boulder. The split will open up into a comfortable cave lit by an eerie glow. When you enter the stone will shut behind you effectively protecting you from anything without. You may leave the stony enclosure at any time by commanding the cave to reopen, but

when you do the cave seals over permanently once you or the last character within has left.

Rank Four: You may expend a Rank of Glamourie to cause the earth beneath your feet to suddenly tremor and shudder. Any boulders, rocks or stone buildings within a twenty pace radius have a 4/10 chance of developing hairline splits and cracks and a 1/10 chance of being split in two.

Rank Five: Any rocky or stony area that you dwell in for more than a month will begin to subtly change to make itself more comfortable for you. Steps will begin to emerge out of the rock, beautiful decorations, carvings and statues may creep out of the inner depths of the stone and delicate shelters, rocky pillars and strange buildings will eventually begin to form themselves out of the earth. This power is passive and ongoing. The longer you live in the same place the more elaborate the carvings become.

Night Havened

Below are the Disciplines available to Aelfan aligned with the Haven of Night.

Mantle of the Night

The night itself is your cloak, it wraps you, envelops you, and becomes your breath, flesh and blood.

Aspects: Mantle of the Night allows you to camouflage yourself with, and at higher levels become one with, darkness and shadows.

Rank One: As long as you are in darkness or shadows you can expend a rank of Glamourie to fade into blackness. To see, smell or hear you, a character must make a Test of Perception (diff. 3), as long as you remain more than five paces away. If you step within five paces you will manifest as a shadowy, phantom-like outline of your normal appearance. This effect lasts for five minutes but can be prolonged an additional five minutes by expending an extra rank of glamourie.

Rank Two: As with Rank One, except that the charm lasts for a base ten minutes and may be extended an additional ten minutes by expending an extra rank of Glamourie.

Rank Three: You may expend a rank of Glamourie to transform your flesh and possessions to shadows and mists. In this form you can make yourself human

Wayfarer's Song - Kitchen Aelfan

in shape and outline, or turn into a drifting, airy cloud. You can neither cause injury or be injured in this form, and none of can invoke no other charms or magics. This effect lasts for five minutes but can be prolonged an additional five minutes by expending an extra rank of glamourie.

Rank Four: As with rank three, except that the charm lasts for a base ten minutes and may be extended an additional ten minutes by expending an extra rank of glamourie.

Rank Five: As with Rank Four except that you can make other characters, creature or objects shadowy and mist-like by touch and by expending a rank of glamourie. If transformed into a misty wraith a character must make a Test of Willpower (diff. 7) to disobey you, should you give them a direct order.

Nocturne's Liege

Beware the shadow that moves silent under the light of the moon, beware the predator of the night, with its yellow eyes all-seeing and its ears alert and hearing. Beware lest the creature's of the night catch you unawares.

Aspects: Nocturne's Liege grants you powers associated with nocturnal predators, keen night-sense, the ability the move silently and swiftly, the power to ambush with absolute surprise.

Rank One: You can move swiftly, tracelessly and with complete silence as long as you are under the night sky. You can also seen as well as mortals do by day in near pitch-blackness. By remaining still and listening you can become aware of all potential game, be it a rabbit or a deer, within a hundred-pace radius. These are passive powers and do not require the spending of Glamourie to use.

Rank Two: Choose a small nocturnal animal such as a badger, owl or fox. You may expend a Rank of Glamourie to borrow the body of the nearest creature of this sort. When you do this you enter a trancelike state and your mind slips into the head of the borrowed body. You may move about, explore, or spy in this form just as if you were a natural creature. The power lasts for ten minutes although you may expend an additional rank of Glamourie to extend the duration of the magic by another ten minutes.

Rank Three: You may expend a rank of Glamourie to shapeshift into the form of the animal you choose

above. When you shapeshift your clothing, possession and suchlike remain as they are, and when you return to your natural form you will be naked. The power lasts for five minutes although you may expend an additional rank of Glamourie to extend the duration of the magic by another ten minutes.

Rank Four: By remaining still while under the cover of night you can become all but invisible. Even those characters who pass within a hair's breadth of you must make a Test of Perception (diff. 6) to notice that there is an unusual shape lurking nearby. If you ambush a character or creature from this concealed state you gain automatic advantage, +5 to Menace and a temporary bonus level of skill on your appropriate melee skill.

Rank Five: As with Rank Four except that you can remain all but invisible when moving at a slow walk.

Snows Havened

Below are the Disciplines available to Aelfan aligned with the Haven of Snows.

Frostcraft

The aelfan of the snow reaches forth and draws back the veil between he seasons. He lets loose the sharp teeth of winter, the winds of ice and cold, and frost that roll over the great frozen tundra and bends that most destructive of elements to his will.

Aspects: Frostcraft allows you to summon, craft and shape ice, snows and blood-chilling blasts of winter.

Rank One: You may expend a rank of glamourie to cause the air to turn suddenly cold, and summon a rain of snow, sleet or hail from the sky. The sudden, unnatural storm will last up to ten minutes, will cover an area of a hundred paces radius, and can be made to last for an additional ten minutes by expending an additional rank of Glamourie. You cannot invoke this magic indoors.

Rank Two: As with above except that you can work invoke a storm of snow and sleet indoors. Also the intensity of the storm increases at this rank, and you can force the winds to such a strength that character's caught in the storm must make a Test of Fortitude (diff. 4) or be partially blinded and/or hampered.

Rank Three: You may expend a rank of glamourie to summon an icy blast of freezing cold, snow and

shards of ice. The icy blast can be projected up to twenty paces away, but is fairly narrow, only having a one or two pace width. Anything caught in the blast suffers cold damage at rank 5 menace. You can increase the menace of this attack by +1 by spending an additional rank of Glamourie.

Rank Four: You may expend a rank of Glamourie to conjure a supernaturally hard and lasting solid mass of ice out of the air. When you use this power the ice will form slowly at first, condensing out of the air to form crystals. You may direct the growth of the crystals to create almost any structure you can imagine. It will take you about a minute to conjure an mass of ice the size of a small chest, five minutes to conjure something about the size of a barrel, and twenty minutes to conjure a large column, wall, table or throne. You may continue crafting until you have created the object of size and shape that you want. Once conjured the enchanted ice will cause the air in a twenty-pace radius to fall to freezing point. The ice-object will remain solid as long as you remain within a hundred paces of it. If you leave this hundred-pace area the ice will begin melting at a natural rate.

Rank Five: As with above except that any ice objects you conjure will remain solid for the duration of your life. When you die any objects you have conjured will begin to melt at a natural rate.

Winter's Liege

She wears a crown of white, white ice, and her sled is drawn by horses as white as snow. Her touch is cold, her kiss would be chilling, and the spirits of snow and ice come at her beckoning, to bring winter to the most sun-baked of summer days.

Aspects: Winter's Liege allows you some mastery over the elements of frost and snow, as well as power of command over the spirits of winter: snow-wights.

Rank One: You can walk on snow as if it were solid rock. This is a passive power and requires no expenditure of Glamourie. You may also expend a rank of Glamourie to direct and command the movement of falling snow, sleet or hail over an area measuring twenty paces radius. Also, if you live in one place for a turn of the seasons the air, trees and earth in a half-league radius will become caught in a perpetual winter as long as you remain living there. Brief sojourns away from home will not cause the winter to lift, but if you

spend more than a month away from home the natural seasons will begin to creep in.

Rank Two: You may expend a rank of Glamourie to summon all snow-wights, spirits of ice and snow, within a one league radius. The spirits, once summoned, are not compelled to obey or assist you, and may require some bargaining to make use of.

Rank Three: You can command a single winter-wight, spirits of frost, snow and ice, to perform a single simple task for you that does not risk injury to the wight. You must be able to address the spirit directly, to give this command. The spirit is allowed a Test of Willpower (diff. 5) to resist your command.

Rank Four: As with Rank Three, except that the command may risk injury to the wight, and all wights with a Willpower of 4 or less succumb automatically to your order.

Rank Five: You can summon an icy blast of freezing cold, snow and shards of ice. The icy blast can be projected up to twenty paces away, but is fairly narrow, only having a one or two pace width. Anything caught in the blast suffers cold damage at rank 8 menace. You can increase the menace of this attack by +1 by spending an additional rank of Glamourie.

Waters Havened

Below are the Disciplines available to Aelfan aligned with the Haven of Waters.

Command over Waves

The waters and waves clear and blue are your hills and peaks and green, green fields. Yours are the great boats that sail the seas, white-winged and skipping through scud and foam. Yours is the voice that can calm the waters, or summon up a rage of waves, or make potent the healing powers of water.

Aspects: Command over waves gives you power over the shape and fury of water, as well as the power to tap into the healing properties of water.

Rank One: You are always aware of the nearest substantial source of land-bound water, be it a stream, a lake or an underground reservoir. This power is passive, you do not need to expend glamourie to use it.

Rank Two: You can expend one rank of glamourie to shape and direct a flow of water that is already in

Wayfarer's Song - Kithbook Aelfan

movement. You could reshape a wave on the sea into a great white-winged dragon, or make a stream into a sudden torrent, or cause rain to fall away from a person or thing, keeping it dry.

Rank Three: For you water is as solid as you wish it to be. You can walk across a lake, only to decide to slip through the waves and swim. You can enter a lake, as if it were air, untroubled by the need to breathe. This is a passive power, you do not need to expend Glamourie to invoke it.

Rank Four: You may expend a rank of glamourie to invest an amount of water, equal about to what might be held in a goblet, with healing powers. The water will retain its healing properties until it is used or discarded. If drunk one dose of healing waters will cure all contagious diseases and ailments and will heal all wounds the character may have by one level of severity. If spilled over a wound one dose of the healing water will reduce the severity of the wound to Minor. Each goblet of healing waters counts as one dose when used in this way.

Rank Five: You may expend one rank of Glamourie to summon an upwelling of floodwaters. When you summon a flood the ground will immediately turn soggy, and rivulets of water will begin appearing as if dozens of springs have burst open over an area of ground up to a hundred paces in radius. After only a few minutes the water will be ankle deep, then knee, then waist deep. The water will continue welling up in this way for about an hour. If you work this charm in an enclosed area, or in a basin or valley then a permanent lake is likely to form. Otherwise the water will flow away just as it would if the flood were the natural result of powerful rains.

Rainsong

Sing of the storm-spirits of old, the thunderers, the casters of lightning through blackened skies, the dancer in the swirl of rain, the bringers of winds and sleet from the cold north. The magic of storms and rains runs in your blood just as it ran in the blood of the those elder spirits.

Aspects: Rainsong allows you to command and control rains, squalls and storm-winds.

Rank One: You may expend a rank of glamourie to summon flurries and whorls of rain and mist. The rain will precipitate out of thin air and swirl about you,

effectively hiding you from view in poor weather, and extinguishing all fires within five paces.

Rank Two: You may expend one rank of Glamourie to summon a gentle fall of rain that has healing and growth-inspiring powers for all wild green things. You can cover an area up to twenty paces in diameter with green-healing rains. Within an hour the grasses, trees and shrubs that are under the veil of your rains will be healed of all diseases and blights, and will begin to flourish at a natural if remarkable rate.

Rank Three: You may expend one rank of Glamourie to summon a gentle fall of rain that has the power to wash away dark magic. You can cover an area up to twenty paces in diameter with dark dispelling rains. All dark magics that are not possessing a degree of intelligence are immediately dispelled by your rains. Dark spirits, undead shades, dark-tainted sorcerers and the like must make a Test of Willpower (diff. 5) or suffer as if they had taken Menace 6 injury to all parts which were exposed to your rains.

Rank Four: You may summon a heavy, but otherwise normal rain out of the air at will, without spending Glamourie. The rain will cover an area of thirty paces radius. So long as you are standing under a shadow of rain, natural or otherwise, you may expend a rank of Glamourie to become as ghostly and grey and ephemeral as the rains themselves. In this form you can neither take nor inflict physical injury. This rain-veiling lasts for up to five minutes and can be made to last an additional five minutes by expending an extra rank of glamourie.

Rank Five: You may expend one rank of Glamourie to summon a storm. When you summon a storm the sky will immediately blacken and high winds will begin howling. It will, however, take about five minutes for the full force of the storm to hit, though it will last for several hours once it has descended. Once conjured you gain full command over the storm: the direction and force of winds, the strikes and timing of lightning and thunder. Anything struck by lightning takes Menace 8 damage. You may expend an additional rank of Glamourie to increase the menace of lightning strike by an additional 1 rank.

Woods Havened

Below are the Disciplines available to Aelfan aligned with the Haven of Woods.

Friend of the Green

For you the trees of the forest are more than silent giants of wood and leaf. They are as full of life and spirit as you are, as rich with voices, as full of lore and knowing, and the wights of the woods look favourably on those who know the trees as you do.

Aspects: Friend of the Green allows you to gain a few empathic powers of communion with living, green things, but also the power to summon, and at higher ranks of power, command the spirits of the forest – wood-wights.

Rank One: Spirits of the forest, woods or trees are always friendly unless possessing a personal reason to dislike you or all Aelfan. This is a passive power, you do not have to expend Glamourie for wood and forest spirits to react positively towards you. You may expend a rank of Glamourie to become aware of all magical or unnatural disturbances, mortals, or large creatures with a one league radius of woodland.

Rank Two: By touching a tree and expending a rank of Glamourie you can gain a psychic impression of all that has occurred within forty paces of the tree for up to a month in the past. You can reach further back by making a Test of Willpower (diff. 2) but must have a specific question in mind. For instance if you wish to know if a band of mortals led by a red-bearded warlord has passed into the forest, you could ask the tree if this and receive a firm yes or no.

Rank Three: On a successful Test of Willpower (diff. 3) and the expense of one Glamourie you can summon nearby wood-wights of Least or Lesser power. Wood-wights is a general term for spirits associated with trees, see *Creatures and Wonders* for more information on them. Your call affects all wood-wights in a league radius. Any tree spirits which are summoned will react favourably too you, but are under no obligation to obey you, or perform tasks. They may however be willing to help you if you make a request that they view as trivial, or if you are able to offer something in exchange for their aid.

Rank Four: As with above, except that you call will summon wood-wights of Greater and Grander Power. Also, at this rank Spirits of Least or Lesser power are more likely to put themselves at risk to aid you, potentially immediately coming to your aid if you are under attack or otherwise threatened.

Rank Five: As with above, except that your call will

summon wood-wights of High Power, assuming any exist within the area of influence. Also, at this rank Spirits of Greater or Grander power are more likely to put themselves at risk to aid you, potentially immediately coming to your aid if you are under attack or otherwise threatened. Least and Lesser spirits will willingly sacrifice themselves to protect you.

Shadow of the Woods

Her cloak was like the mottled bark of the oak, her eyes the green of moss, her limbs the colour of weather-smoothed aspen, and when she walked in the shadows of the forest, none were the wiser, for she was all but one with the woods.

Aspects: Shadow of the Woods allows you to camouflage yourself with illusions and veils in the wooded, green-grown lands.

Rank One: As long as you are standing still in an area of woodland, forest or heavily overgrown brush any character's who pass within sight must make a Test of Perception (diff. 3) to see you. This illusion also masks your scent and heat, hiding you from creatures that track by such means. Unreceptive character's might pass within inches of you and never notice your eye's watching them. You may choose to lower this veil of illusion at will, revealing yourself to those around you. This power is passive, you do not need to use Glamourie to use it.

Rank Two: As with above, except that you may move at prenatal speed and deer-like race through woodland areas without needing a Test of Willpower. You may move from a powerful deer-like pace to dead still with ease. You can never be ambushed or surprised in a woodland, and you are constantly aware of all mortals, creatures, spirits or other entities within a forty pace radius. These are all passive powers.

Rank Three: Undergrowth and trees subtly move aside to allow you to pass. Paths that you walk often form themselves into beautiful interwoven arches, pillars and statues over a course of weeks. Any woodland glade that you sleep in for more than a month will slowly turn into a small palace of woven trees and branches. These are passive powers. You may also expend a rank of Glamourie to add +1 to the Menace of melee attacks you make for a five minute period. You can stack this power by spending, for instance, two Glamourie and gaining +2 for five minutes, or +1 for

Wayfarer's Song - Kitchen Aelfan

ten minutes.

Rank Four: As long as you are within ten paces of a tree you may expend a rank of Glamourie to heal the severity of any injury you have sustained by one rank.

Rank Five: By expending a rank of Glamourie you can change the direction of any path through woodland that you are intimately familiar with. This power can be used to send intruders in circles or funnel them back out of your woodland. You may also expend a rank of Glamourie to fill a fifty pace radius area with shifting illusions of claws reaching from trees, faces in the bark, changing walls of thorns, that will disorientate any character who does not make a Test of Perception (diff. 7). Disorientated characters will find themselves walking in circles while being subjected to many strange and threatening illusions that they will be unable to differentiate from actual threats or attacks. This illusion will last for ten minutes. You may extend its duration by another ten minutes expending another rank of Glamourie.

Open Disciplines

Below are details of the Havened Disciplines that are available to Aelfan.

Aelfan Archery

The Aelfan have long been famed for their preternatural mastery of the bow. You are the heir of that tradition, for you the bow is not a mere tool of war wrought of dead wood and twine, but an extension of your senses, your flesh and blood.

Aspects: (Passive Discipline) You do not have to expend Glamourie to use Aelfan Archery.

Rank One

You are able to make a 'called shot' whenever you use a bow to attack a target. To succeed you must both hit your target in line with the standard archery rules, and pass your Ranged with a score of 7 or better. The affect of striking a specific part of a target is largely up to the Storyteller, but should you target a part of the body that is more vulnerable to injury then gain a +1 bonus to Menace. This power is passive, you do not need to expend Glamourie to use it.

Rank Two

As with Rank One except that a called shot that succeeds at a level of Average or better will kill outright any creature or character with 4 or less Fortitude.

Rank Three

As with Rank Two except that creatures of characters with 5 or less Fortitude may be killed outright. Also a successful called shot striking a vulnerable target gains a +2 bonus to Menace.

Rank Four

As with Rank Three except that creatures of characters with 6 or less Fortitude may be killed outright.

Rank Five

As with Rank Four except that creatures of characters with 7 or less Fortitude may be killed outright. Also a successful called shot striking a vulnerable target gains a +3 bonus to Menace.

Aelfan Healing

The Aelfan Folk are well known for their powers to cure the sick, heal the injured and mend the ill-made. The arts of the Aelfan healer indeed go far deeper than those of other healers, and are capable of healing, though some would say invading, not merely the flesh but the spirit.

Aspects: Aelfan healing allows you to heal the physical injuries and maladies of the flesh, as well as 'cure' a patient of troubling memories, or a restless undead spirit of the emotions that bind it to the living world, thereby freeing it to depart for the next.

Rank One

You may expend one rank of Glamourie to heal one Minor wound by touch. You may also spend a rank of Glamourie to cure a patient of any disease or poison. You may also expend a rank of Glamourie to put a willing patient into a deep and restful sleep. While asleep the patient's wound all heal one rank of severity.

Rank Two

You may expend one rank of Glamourie to heal one Deep wound by touch. You may also expend a Rank of Glamourie to steal away the memories of a target that are associated with a particular traumatic or painful event. The target will only be aware of the event in a

distant, vague way once you are finished. She will know the event happened, but will not be capable of feeling misery because of it.

Rank Three

You may expend one rank of Glamourie to heal one Severe wound by touch. You may also spend a rank of Glamourie to draw out all the pain, greed, sorrow, anger or guilt of any one undead of Least or Lesser power. The undead must be within sight for this power to work. Bereft of the emotions that fetter the dead to the world of the living, the undead will find itself able to let go of the mortal coil and step into the world beyond. The spirit may linger for a moment or two to thank you, but will then depart the earth.

Rank Four

You may expend one rank of Glamourie to heal one Grave wound by touch. You may also expend a rank of glamourie to heal the blind, cure deafness, lameness or any other similar permanent affliction. Also, you may draw out the dark emotions of undead of Greater or Grander power, thereby freeing them from the mortal world.

Rank Five

You may expend one rank of Glamourie to heal one Mortal wound by touch. You may also expend a Rank of Glamourie to reshape a malformed body, remove a hunchback, straighten a broken bone, free old joints of arthritis. You cannot however regenerate lost limbs or digits. Also, you may draw out the dark emotions of undead of Greater or Grander power, thereby freeing them from the mortal world.

Aelf-Wright

The hammers of the aelf-wrights ring through the dells and tree-embraced forges of the haven-holds. Great wonders are made at their hands, things of great beauty and wonder and one or two things of great magic.

Aspects: Aelf-Wright allows you to craft enchanted relics.

Rank One

You can forge Relics of Least power. It takes you a week of concerted work with the right tools to create a relic of least power. The relic gains the normal power

associated with a Relic of Least power. The relic will also give a +1 bonus to the bearer's skills that are related to a given sphere of action. You could for instance give a +1 bonus to combat related or subterfuge, or social, or fishing skills.

Rank Two

As with Rank One except that you may weave a spell of warning into the relic. The relic will glow, heat up, or rattle and jump about if a specified danger comes near. You might cause the relic to give warning is troldes come near or dragons, or if the bearer is lied to, or if a person near the bearer is about to betray her.

Rank Three

As with above except that you may now craft Relics of Lesser Enchantment. A Relic of Lesser Power takes Two weeks to craft. You may also weave a charm of Glamourie wellspring into a relic. The bearer of a wellspring Relic can expend a Rank of Glamourie and store this Glamourie in the relic to be drawn upon later. Relics of Least power can hold up to ten Glamourie. Relics of Lesser Enchantment can hold up to twenty ranks of Glamourie. Glamourie that is stored by one Aelfan can be drawn on by any other aelfan.

Rank Four

As with above except that you may weave a specific illusion or song of power that you know into the Relic. The illusion or song of power can be invoked by the bearer of the relic by spending one Fatigue.

Rank Five

As with above except that you may create Relics of Greater Enchantment. A relic of Greater Enchantment takes three weeks to craft.

Allure

There are lights dancing in the dark glades of the Aelfan woods, strange music drifting upon the air, weird death-white deer that the hunter cannot resist following into the tangled shadows. All are phantoms of the Aelfan lure, things cast into the mortal world to call the dreamers, the lovers and the young of blood into the Aelfan realm.

Allure is most commonly used by less scrupulous Aelfan to lure unwitting mortals into their realm for the purpose

Wayfarer's Song - Kitchenbook Aelfan

of acquiring servants, lovers or guards for their courts, although can be used just as profitably as a means to mislead intruders, summon allies, or trap enemies.

Aspects: You must choose a form that your lure will take when you choose this Discipline. It could be a ghostly beckoning woman, an everlasting play of music, whispering voices, a coloured ball of light, a silver deer, or any number of things that can move as the target of the lure moves.

Rank One

You can invoke a lure and send it to roam up to a league distance with instructions to bring back to you a type of person or creature. For instance you may give the lure instructions to bring back young mortals, but not a particular mortal. You may invoke more than one lure, but each lure will cost you one rank of Glamourie to invoke.

Any person or creature of the specified type that encounters your lure must make a Test of Willpower (diff. 3) or be forced to follow you lure as it leads them back to you. Captives cannot take any action other than follow the lure and defend themselves against attack. Each lure can snare up to three captives. As soon as the lure delivers its captives to you it will vanish and the captives are returned to their right state of mind.

Rank Two

As above except that any creature or person with a Willpower of 3 or less is automatically captured by lure. Also each lure you invoke can capture up to four people or creatures.

Rank Three

As above except that any creature with a Willpower of 4 or less is automatically captured by your lure. Also you can tell a lure to seek out a specific creature or person by name.

Rank Four

As above except that any creature with a Willpower of 5 or less is automatically captured by your lure. Also you can command your lure to lead a person or creature to any given point within a leagues distance. When it arrives at that point the lure will vanish, just as if it had drawn the captives back to you.

Rank Five

As above except that any creature with a Willpower of 6 or less is automatically captured by your lure. Also your lures can range up to two leagues in distance from you, and can snare up to five people or creatures each.

Beauty's Self

The magic of beauty suffuses the hands of the aelfan crafter and the dull, old spirits of inanimate things find it a magic difficult to resist. See how the mundane becomes wondrous when the aelfan takes it, see how the ugly becomes beautiful.

Aspects: Beauty's Self allows you to change and reshape inanimate things so that they become increasingly beautiful and wondrous to look at.

Rank One

You may expend a rank of Glamourie to make an inanimate object small enough to hold in your hands shift and alter so that it becomes carved, stitched or otherwise altered in a beautiful and decorative way.

Rank Two

Any personal objects you possess such as clothing, a dagger, a hunting horn will subtly grow more beautiful, and grow decoration the longer the own them. The effect will continue up to a month after coming into possession of the object at which point it will be so wondrously lovely to look at it will hardly be able to improve itself for you. This effect is permanent and passive. You do not have to expend Glamourie to use it.

Rank Three

Any place in which you live in for a month or more, be it a room in a grand palace or a humble cottage will begin to subtly shift and change to become more aesthetic and beautiful. Carvings will begin to slowly grow over the walls and lintels, tints and dyes will spread like lichen over surfaces and wild, green and flowing things will grow and twine through the walls to create wondrous visions of living sculpture.

Rank Four

As with Rank One except that you may affect inanimate

objects no larger than a cart.

Rank Five

As with rank One except that you may affect inanimate objects no larger than a small house or cottage.

Beguiling Charms

What is a courtier if not an expert in the fine art of all things social and charming?

Aspects: Beguiling Charms grants you a few charms related to social manipulation and perception.

Rank One

Upon meeting a group of people or walking into a crowded room you may expend a rank of Glamourie to immediately perceive the social hierarchy that is present. You gain a sense of who is superior or inferior to whom, but not names, titles or stations. The power works even if given characters in the room are in disguise or refraining from social discourse.

Rank Two

You may expend a rank of Glamourie to know the validity of any rumour or gossip that you hear. When you use this power the Storyteller will tell you truthfully if the rumour is either Completely True, Mostly True, or Utterly False.

Rank Three

You may expend a rank of Glamourie to magically eavesdrop on any conversation taking place within your line of sight. You may also expend a rank of Glamourie to become magically inconspicuous. If you use this power then you will only be noticed if a character is specifically searching for you or alert to your presence.

Rank Four

You may expend a rank of Glamourie to ‘recall’ up to three important details about a person whom you have just met. If you use this power then your Storyteller will tell you three things about the newly met character that you heard in the past and now recall.

Rank Five

By expending a rank of Glamourie you can become aware of the tenuous, ephemeral patterns that exist in any social interaction. This effects lasts as long as you

remain concentrating on a given social encounter or conversation. You can use the patten to predict how a person will react to a given question or statement, and also to exert subtle influence over the weave as a whole. You will know by examining the weave what to say to steer the conversation in a given direction, arouse suspicions, put concerns to rest, mend friendships and cause anger, spite, or any other emotion to be directed at any given subject.

Courtly Pursuits

A rade of Aelfan folk may be headed by king and queen but there are others riding behind, those closest to the inner circle of the court – the falconer, the hunter, the lady in waiting, the advisor and retainer.

Aspects: Choose a hobby or pursuit that is fitting for a courtier. Examples might include falconry, embroidery, inventing poems or riddles, coursing with hounds, gardening, horsemanship, coursing with hounds, heraldry and so forth. Whenever the rules refer to your pursuit relate it back to your chosen hobby. Note that you should have at least one skill, and potentially several that are associated with your chosen hobby to make full use of Courtly Pursuits.

Rank One

You may expend a rank of Glamourie to immediately tell the true quality and worth of any tools of the trade that relate to your pursuit. If your pursuit is falconry then you would be able to assess the quality of falconry gear, birds and lures. This power allows you to see through illusions and makeshift attempts to make the object in question appear more valuable than it is.

Rank Two

As with Rank One except that the power to perceive quality of objects related to your pursuit is now passive. Toy do not have to expend Glamourie to use it.

Rank Three

You may expend three ranks of Glamourie to temporally raise a skill related to your pursuit by one rank of proficiency. If for instance your pursuit is Riddle-Telling you could improve a skill ‘Tell a Riddle’ one rank by expending three ranks of Glamourie. The increase lasts long enough to perform one test or contest of skill.

Rank Four

You gain a preternatural insight into your chosen pursuit. Whenever you fail a Test of Skill related to your chosen pursuit, roll a d10. If you score a 10 then you automatically gain one experience point. This does not apply to opposed Contests of Skill.

Rank Five

As with Rank Three except that the effect lasts long enough to perform three tests or contests of skill.

Dance of the Sword

The gleaming blade of the Aelfan sings and dances in the light, a blur of silver and sunlight, a sweep of deathly beauty.

Aspects: Dance of the Sword grants the Aelfan Champion charms related to melee combat and specifically swordplay.

Rank One

Deadly Calm: You can achieve a deadly calm in battle. This is a passive power and you do not need to expend Glamourie to use it. When you enter a deadly calm add +1 to your Menace.

Rank Two

Mighty Blow: You may expend a Rank of Glamourie to add +2 to your Menace for one attack. This charm is cumulative. If you spend 2 Glamourie you gain +4. 3 Glamourie grants you +6.

Rank Three

Elegant Strike: You may direct a single attack at two opponents who are standing within three paces of one another. Treat this as a Contest of Skill in which you make one roll but your opponents make one Test of Skill each to resist your attack. If you succeed in overcoming both opponents make a Test of Menace for each opponent separately. This is a risky attack, as either one of your opponent's can overwhelm your attack and deal you injury instead.

Rank Four

Sudden Strike: You may expend a rank of Glamourie to make a surprising and sudden attack on a foe. Treat this as a normal Contest of Skill except that if your

opponent overcomes you, she does not inflict injury on you. Instead your enemy is considered simply to have defended herself against your attack.

Rank Five

You can choose to automatically slay creatures with Fortitude of 4 or less upon a successful Contest of combat skills – i.e. no Test of Menace is required. This power is passive, you do not need to expend Glamourie to use it, but for reasons of game-stability, cannot be used against other Player Characters.

Enthralment

The aelfan charms can be dangerous things. There are those magics that are traps for the weak of mind and powers to overwhelm the feeble of thought. For the sovereign needs subjects and the best of subjects are those who never question the orders they are given.

Aspects: Enthralment allows you to overpower and dominate the minds of mortals, effectively charming them into servants to do your bidding. Note that Enthralment only works on non-aelfan, if a mortal spends seven years or more in an aelfan realm, or in your service she will become Aelfan and Enthralment will no longer have any power over her.

Rank One

You must make eye contact to be able to use this power on a person or creature. When you invoke Enchantment the target must make a Test of Willpower (diff. 3) or be compelled to obey one simple command that does not risk the target's life or harm anything the target holds dear. It costs one Glamourie to invoke this power.

Rank Two

As with above, except that you no longer need to make eye contact with the target. The target must, however, be within earshot and you must address the command to them, though do not need to use a personal name when so doing. Also, if the target has a Willpower of 3 or less then she automatically succumbs to the Enthralment and must obey your command.

Rank Three

As with above, except that if the target of Enthralment fails a Test of Willpower (diff. 5), then the character

passes into a trance-like state in which any simple command that you give her must be obeyed, so long as it does not endanger her life, or cause harm to something she holds dear. The trance lasts for ten minutes, or until you dispel it, whichever comes first. Once freed from the trance the target of the enthrallment will be slightly disorientated and will be unable to recall what happened while in the trance. Also, if the target has a Willpower of 4 or less then she automatically succumbs to the Enthrallment.

Rank Four

As with above, except that the trance lasts for half an hour and you may expend an extra rank of Glamourie to cause the trance to last for an additional half an hour. Also, if the target has a Willpower of 5 or less then she automatically succumbs to the Enthrallment.

Rank Five

As with above, except that the trance lasts for one hour and you may expend an extra rank of Glamourie to cause the trance to last for an hour. Also, if the target has a Willpower of 6 or less then she automatically succumbs to the Enthrallment.

Heart's Companion

What greater treasure is there in the world than a friend good and true, a companion whose fellowship does not run thin in times of trouble, an ally in the darkest hour?

Aspects: Heart's Companion grants you several charms and magics that let you help and lend aid to your friends, companions, lords or underlings.

Rank One

You may expend a rank of Glamourie to sense the present emotional state, health and general well being of a friend, companion, lord or underling.

Rank Two

You may invest a rank of Glamourie to permanently link yourself empathetically to a companion, friend, lord or underling. While linked you will become aware of any powerful emotions that the character you are linked to feels, or if the person you are linked to is in mortal danger. If the link is broken you regain the one rank of Glamourie that you have invested. You may

voluntarily break the link at any time. If the target of the link is killed then the link also breaks.

Rank Three

When someone makes a promise or oath to you, you may expend a rank of Glamourie to create a mental link to the promise. If the oath-swearer breaks her promise then you become immediately aware of it.

Rank Four

You may expend a rank of Glamourie to bind a promise made between two or more other people. If either person breaks her word then yourself and the other participants in the oath become aware that the oath has been broken and who has broken it.

Rank Five

You may expend Glamourie to gift it to another Aelfan character who is within your line of sight. A character who takes your Glamourie can temporarily accumulate more than twenty Glamourie. If for instance you lend ten Glamourie to a friend who already has sixteen Glamourie then the friend will temporarily possess twenty-six Glamourie. Once gifted Glamourie cannot be taken back. The gifted Glamourie can only be expended, not invested, and once spent cannot be regained unless gifted again in the future.

Heart's Desire

Those who spend their lives in pursuit of the unattainable learn more than a little about dreams undreamed and hopes unsung after a time. They learn how to see into the heart and soul of others and find the desires that infuses life with fire.

Aspects: Heart's desire gives the Questor charms concerned with desires and hopes and the fulfilment thereof.

Rank One

You may expend a Rank of Glamourie to know the true heart's desire of a given character who is within your range of sight.

Rank Two

As above, except that you also gain insight into how the character may achieve her heart's desire.

Wayfarer's Song – Kitchen Aelfan

Rank Three

You may expend a rank of Glamourie to enchant a single target so that he or she will experience powerful, undeniable dreams about their true heart's desire for the next few nights.

Rank Four

As above except that the dreams persist until the character gives in and begins actively pursuing their heart's desire.

Rank Five

As above except that you may expend a rank of Glamourie, and then by giving verbal permission to a character to pursue their hearts desire enchant him or her into feeling an undeniable urge to do so immediately and without further thought. The target of this charm is allowed a Test of Willpower (diff. 7) to resist the charm, but otherwise must begin immediately seeking their heart's desire.

Illusory Arts

She drew her hand through the air and made for them phantoms. With a twist of her fingers she turned an old woman young and bade her dance and caper. At her touch tin plates were gold, and wooden spoons were silver. All the air leapt and crackled with artful, delicate, beautiful things. And they laughed, all the crowd of mortals, and they clapped, and hooted with laughter and wondered. The very smoke of the long hall turned rich and spicy. The timbers shone like polished steel. Men shed tears, for they hugged their long dead mothers. Children grew old, and powerful, then withered; the course of a lifetime in a few moments. But when she left, the magic went with her. Age and youth returned to their rightful places. For what she wove with her Aelfan arts was unreal. Illusion. Empty of truth.

The art of illusion is intimately tied to the Aelfan state of being. Glamourie conjures veils of personal illusion around the Aelfan making them unearthly beautiful without any will or effort on the part of the Aelfan. But by channelling and shaping Glamourie the Aelfan can conjure up and project all manner of other illusions and airy phantasms.

Illusions exist as a gossamer web of magic hanging in the air and gain solidity only and purely in the mind of

those who wish to believe in the illusion. Belief and wishes make illusion far more solid and the collective belief of a willing crowd can fire illusion with such power that it becomes almost solid.

Illusions can neither deal injury nor support a heavy weight. If struck by an illusion a character will feel an a heavy, soft impact, possibly even be knocked back by the blow, but suffers no injury. An purely illusory horse, boat or bridge cannot bear any significant weight. A character who tries to put weight onto an illusion will find that the illusion begins to fray and unravel around the edges. It will support weight for maybe a few moments and then disintegrate into flakes of magic and light.

The Undeceived: Mortals and other characters in the presence of an illusion are permitted a Test of Perception to see through the illusion, but only if the character does not want to believe in it. A greedy merchant who wants to believe that an Aelfan prince is paying him with heaps of gold will never see that the gold coins are actually dead leaves. A character who is presented with a cold, illusory stream full of sharp rocks will probably not want to believe it is there and is allowed a Test of Perception.

Characters who are undeceived by an illusion see only a vague, ephemeral and web-like ghost of the solid illusion that the deceived experience.

The Suspicious: Characters, even foolish mortals, who are sorcerers or otherwise have had a reasonable amount of dealings with magic will gain the general feeling that an illusion is somehow magical but may not know what precisely about it is magical. If suspicious a character is permitted a Test of Willpower to force their mind to see the illusion for what it is.

The Hopeful: For each mortal or other character who looks upon an illusion and who desperately wishes the illusion to be real, the illusion-weaver gains one freebee point of Glamourie to work into the charm. This is assuming that the illusionist is still in the presence of the illusion and can channel more Glamourie into it.

This 'free' Glamourie can be woven into an illusion after it has been conjured to increase the duration of the spell – but only if the Aelfan is present to do so. In this way you could conjure an illusory horse and invest Three Glamourie in it, giving it a life of three hours once it is no longer in your presence. Later in the game you might meet a horse-merchant who

desperately wishes to believe that the horse is real (as he would like to buy it). This gives you an extra free Glamourie to add to the horse, giving it a life of four hours. The horse-merchant buys the horse and then takes it immediately to market. Various people at the market want to believe that the horse is real, but because you, the original illusionist, are no longer present this extra belief cannot be harnessed to give the horse a longer existence.

Duration: Illusions remain in indefinite existence as long as they remain within ten paces of the original illusion-weaver. Once an illusion leaves this ten pace radius it begins to degrade and will eventually fade away to nothing. The more Glamourie that you invest in creating an illusion the longer it will last away from your presence. For every one rank of Glamourie that you invest in an illusion it gains an hour of potential independent existence.

If an illusion leaves your presence its lifespan begins to burn away hour-by-hour. If an illusion with ten hours of life leaves your presence for six hours it will be reduced to a four-hour lifespan when it returns to your possession.

Additional Glamourie can be invested to increase the duration of an Illusion after it has been conjured. You could, for instance conjure a sword of flame red steel out of illusion. You might invest one rank of glamourie in the sword giving it a lifespan of one hour if it leaves your presence. A week passes and although the sword is purely decorative – illusions can not deal injury in any form - you decide you rather like the sword so invest an additional five Glamourie, bestowing the illusion with an additional five hours of life – a total of six. A thief then steals the sword and it takes you four hours to retrieve it. The sword now only has two hours of lifespan left.

Rank One

You can conjure up minor likely illusions. – i.e. only those that in the general scheme of things make perfect sense and are common sights. You could conjure an illusion that a horse is white instead of brown but not that it has a coat of burnished gold or silver. Characters who choose to resist Test their Perception at diff. 3.

Rank Two

You can conjure up minor unlikely illusions that alter

appearances but still retain a mundane, natural aspect. You could for instance make leaves look like gold coins or make a clay jug look like it is made of pure silver, but you could not make either appear to glow or move about on their own. Characters who choose to resist Test their Perception at diff. 4.

Rank Three

You can create likely illusions out of thin air. You could conjure the image of a thane on horseback, a stream flowing over a road, an imaginary chicken strutting about or phantom voices coming from behind a locked door. You gain complete control over the movement and responses illusions that you conjure in this way as long as you are able to concentrate. If you lose concentration or abandon the illusion it will behave in a way that is natural. Characters who choose to resist Test their Perception at diff. 5.

Rank Four

You can conjure an illusion that changes appearance in a supernatural, unearthly or highly unlikely way. You could make a lizard into a dragon, a rowboat into a golden barge, make a beautiful woman as ugly as a troll and an old hag seem young and eerily beautiful. Note that you do not gain any control over those things that you bewitch with illusion. Characters who choose to resist Test their Perception at diff. 6.

Rank Five

You can conjure illusions out of thin air that are supernatural, unlikely and awe-inspiring. You could conjure a tower of illusionary flames, or a tree with golden leaves, or a phantom dragon. You gain complete control over the movement and responses illusions that you conjure in this way as long as you are able to concentrate. If you lose concentration or abandon the illusion it will behave in a way that is natural. Characters who choose to resist Test their Perception at diff. 7.

Oracular Arts

Stare deep into the shadows of the future, see the flames that flicker within, and the paths that branch and weave. You are the dreamer of ays to come, and more than that the vessel through which others may see what may come to pass too.

Aspects: For Oracular Arts you will need to choose a

Wayfarer's Song - Kitchen Aelfan

personal foci, be it a bowl of water or ink, or fire or a rock of crystal. The object you choose never gains any powers itself, and if you choose an amethyst crystal as a focus, one amethyst is as good as another.

A note for the Storyteller: Dealing with visions of the future, prophecies and so on can be tricky, especially as sometimes you may feel that the players could make as good a guess at the 'future' in the game as you. You are entirely within your right to nix Oracular Arts or make it a non-player character only option. Otherwise try to rely on the vagaries of time in the same way a 'real' fortune teller does. Give vague premonitions, which could be interpreted in a variety of ways, when unsure of the future.

Rank One

You may expend a rank of Glamourie to try to catch glimpses of the future by concentrating on your foci and mentally asking a specific question that is formed along the lines of: What will happen if? The Storyteller then describes a vision that may consist of a single outcome or several possible permutations.

Rank Two

You may expend a rank of Glamourie and ask of your inner eye a simple yes or no question. By watching the visions in your foci you can gain foci you gain a truthful answer to your question.

Rank Three

You may expend a rank of Glamourie to focus your seer's sight on the life path or destiny of a character in your immediate presence. You will gain a flickering, shifting impression of the various permutations that the character's life may take and the most likely end that he or she will come to.

Rank Four

You may expend a rank of Glamourie to establish a mental connection between yourself and a character in your presence. The connection will exist as a subtle and unnoticeable thread unless the target character falls into mortal peril. If this happens you will be warned by a slightly painful burning sensation and a vision of the endangered character. This vision burns away the connection, so that you only receive one warning for each time this charm is worked. The connection has

to be reworked later assuming the character in question survives their peril.

Rank Five

You may expend a rank of Glamourie to look deep in your foci and see visions of places, people and things you know well. The visions you receive will tell you exactly the location and state of the target you are scrying after. You may cast your mind onto as many as ten targets while in the vision. If you focus your mind on an Aelfan sage who also has at least one rank in Oracular Arts you may mentally communicate with her as easily as if she were standing beside you.

Pageantry

The magic of the kings and queens of the Aelfan has a glorious, profound power to it. It is the magic that can make the unruly the ruled, and the disagreeable the agreeable. It is the magic of power and glory in its rawest form, and the magic of mastering ruffraff and nobles alike.

Aspects: Pageantry bestows on the sovereign Aelfan a few useful charms and powers for the ruling over others.

Rank One

You may expend a rank of Glamourie to cause all friendly or at least semi-allied characters within a twenty pace radius to make a Test of Willpower (diff. 3) or stop what they are doing and listen to what you have to say.

Rank Two

You may expend a rank of Glamourie to give yourself an almost imperceptible, very subtle but still powerful air of glory. Sunlight will fall more brightly on you, gems you wear gleam with an inner fire, gold will gleam as if it were about to turn molten. The effect lasts for ten minutes although you may extend the duration by another ten minutes by expending an additional rank of Glamourie.

Rank Three

As with Rank Two except that you may conjure a veil of glory at will and without expending Glamourie.

Rank Four

You may expend a Rank of Glamourie to give a direct command to a character and infuse that command with such magic as the character cannot refuse to follow your order as long as it does not cause the target physical risk. If given to a subject or ally the Character is Permitted a Test of Willpower (diff. 6). If given to a neutral character, a stranger or a character recent met the character is permitted Test of Willpower (diff. 5). If given to an enemy or antagonist the character is permitted a Test of Willpower (diff. 4).

Rank Five

You may expend a rank of Glamourie to give all servants, thralls and thanes who are in your service and within a hundred paces of you a +1 bonus to all Tests and Contests of skill for five minutes. You may expend additional ranks of Glamourie to grant additional +1 bonuses. Thus you might expend three ranks of Glamourie to give your followers a +3 bonus to all Tests and Contests of skill, so that if you score a roll of 7 on a Test of Skill, then the score increases to 10 via this bonus.

Right of the Hero

The aelfan hero stands bright and shining in the sun, her hair a golden fire, her armour a gleam of silver and midnight. Who can deny the right of the hero to grandly do as she may greatly dare?

Aspects: Right of the Hero grants the Champion character a few heroic charms and magics.

Rank One

You may make Test of Dexterity (diff. 2) to bypass, but not kill or disable a minion or inconsequential foe in order to reach an arch-enemy, chieftain or general of the enemy. You may bypass up to three minions in this way on your turn during an Action Round. You do not need to expend Glamourie to use this power.

Rank Two

You may expend a rank of Glamourie to infuse your warcry with the power to inspire your allies. All allies within earshot of your warcry receive a +1 bonus to their Menace for the remainder of a battle if you use this power. You may expend extra ranks of Glamourie to give extra +1 bonuses. You do not gain a bonus to

your Menace from this power.

Rank Three

You may expend a Rank of Glamourie to exclude all other characters from a personal duel between yourself and a given enemy. This magic conjures a veil that causes any who attempt to interfere to instead be charmed and forced to either watch your duel impassive awe or engage another character.

Rank Four

You may expend a Rank of Glamourie to entwine your weapon in a web of magic. Your weapon will temporarily become a Relic of Greater Enchantment and will gain all the benefits of such a weapon. If the weapon leaves your hand or if you are slain the enchantment is shattered.

Rank Five

You may expend a rank of Glamourie to infuse your warcry with the power give enchanted aid to your allies. The weapons of all allies within earshot of your warcry are entwined with magic and become Weapons of Least Enchantment and will gain all the benefits of such a weapon. You do not gain a bonus to your Menace from this power.

Secrets Untold

Do not talk to the seers of the aelfan folk, do not trust their kind and curious words. For who knows what magic they weave unbeknownst to you, magic to delve into the secrets of your mind?

Aspects: Secrets Untold allows you to root out and discover secrets from those around you.

Rank One

You may expend a rank of Glamourie to cast a question directly into the mind of any character you are able to make eye contact with. The character will hear your voice as a powerful echo in their skull, and will be aware that you are somehow invading his or her mind. The character must make a Test of Willpower (diff. 3) or let slip the answer to your question, which you will hear through the same, brief mental link.

Rank Two

As above except that you may hold contact long enough

Wayfarer's Song – Kitchen Aelfan

to ask two questions. Also all characters with a Willpower of two or less automatically let slip truthful answers to your questions.

Rank Three

As above except that you can ask three questions and characters with Willpower of four or less automatically let slip truthful answers to your questions.

Rank Four

As above except that you can ask four questions and characters with Willpower of six or less automatically let slip truthful answers to your questions.

Rank Five

As above except that you can ask five questions and characters with Willpower of eight or less automatically let slip truthful answers to your questions.

Seeker

Close your eyes and see in the distant haze of the dreamer's sight a vision of your quest's glorious end.

Aspects: When you invest a Rank in Seeker choose an object to quest after. This could be a relic, a lost city, a lost love, a kidnapped princess – anything at all that you can convince your Storyteller makes sense in the context of your character concept. If you find the subject of your quest then you may change to a new object without penalty. If however you fail in your quest, or give up then you lose a Rank of Seeker before you can choose another object to quest after.

Rank One

You may expend a rank of Glamourie to learn the vague direction you need to travel to move closer to your object of questing. You will have no idea how far away the object is, or what may lie between you and it, but you can feel its presence like a rope drawing you onwards. If you use this power when within a league of the object you gain a general feeling that the object is close.

Rank Two

When you meet a character for the first time you gain a feeling of strange affinity if that person is actively seeking the same object of questing that you are. This is a passive power and you do not have to expend a

rank of Glamourie to use it.

Rank Three

You may expend a rank of Glamourie to know the direction and approximate distance to within a league that your object of questing lies.

Rank Four

As with Rank Three except that you gain knowledge of the whereabouts of the object of questing to within half a league radius and a vague impression of what sort of perils might be guarding it.

Rank Five

As with Rank Three except that you gain knowledge of the whereabouts of the object of questing to within a two hundred pace radius and a fairly clear impression of what sort of perils might be guarding it.

Silver of Tongue

Woe be to those who trust the words of the recreant and beware to those who believe that the words of the recreant have not the power to make the untrusting into the gullible.

Aspects: Silver of Tongue allows the recreant to weave deceiving, charming, and bewildering magic into their words.

Rank One

You may expend a rank of Glamourie to cause all character's present to feel an overwhelming urge to fall silent and listen as you speak. If you invoke this power you will have at least a few minutes, maybe longer, of uninterrupted time to voice yourself. Any character who wishes to interrupt you must make a Test of Willpower (diff. 3) to do so.

Rank Two

You may expend a rank of glamourie to instil a particular emotion into your words, for instance love, fear, hate, envy or joy. Anyone listening to your words must make a Test of Willpower (diff. 4) or begin strongly feeling the given emotion.

Rank Three

You may expend a rank of Glamourie to convince an argumentative character, who is in disagreement with

you, of your point of view. Also, only characters with a Willpower of 4 or greater are permitted a Test of Willpower (diff. 5) to resist your charms.

Rank Four

You may expend a rank of Glamourie to charm listeners into accepting wholeheartedly what you are telling them as the truth. This charm will not work if you speak of something that will strike your audience as utterly improbable, such as that there is a dragon lurking in a cupboard. Only characters with a Willpower of 6 or greater are permitted a Test of Willpower (diff. 6) to resist your charms.

Rank Five

As with above, except that you may tell an improbable lie and be believed. Those who fall for your words will utterly believe that what you tell them is real and plausible, until proved otherwise. In the above example if you convince a character that there is a dragon lurking in a nearby cupboard, then she will believe this until the cupboard is opened revealing nothing but dust and an old broom. Only characters with a Willpower of 8 or greater are permitted a Test of Willpower (diff. 7) to resist your charms.

Sleights of Magic

The recreant knows many prankish tricks and cunning charms with which to beguile, enrapture and frighten those pitiable and foolish folk who earn his mockery. **Aspects:** Sleights of Magic grants the Recreant a few sundry prankish magics.

Rank One

Prank: You may expend a rank of Glamourie to work a harmless but irritating prank on any one target within line of sight. You might for instance cause bootlaces to knot together, or milk to turn sour or beer to taste like soap.

Rank Two

You gain an enchanted and perfect power of ventriloquism. You can imitate any voice you've heard and can cast your voice up to twenty paces. You can also speak without twitching your lips even in the slightest – although to do so you must grin broadly. This is a passive power, you do not need to expend

Glamourie to use it.

Rank Three

You may expend a rank of glamourie change your appearance with a veil of illusion. You can mimic any character you have meet, down to details of clothing, habits and scent, or invent an entirely fictional appearance. Once transformed you may remain in disguise for as long as you like as long as you remain conscious. If you fall asleep or are knocked unconscious the veil of illusion fades away.

Rank Four

As with Rank Three except that the power is now passive, you do not have to expend Glamourie to alter your appearance, and you can retain the veil of illusion even when asleep or unconscious.

Rank Five

Whenever you cast an Illusion (see Illusory Arts) your illusion gains five free hours of duration without any investment of Glamourie needed on your part.

Songs of Power

Songs of Power are semi-flexible spells that vary in their exact effect depending upon the haven of the character who works the magic. If for instance you know a song of power that allows you to summon a creature native to your Haven then as a Water-Aelfan you might be able to summon a fish or seabird, as a Wood-Aelfan you might choose to summon a deer, as a Mountain Aelfan, a mountain goat.

Songs of Power also vary in relation to the amount of Glamourie you expend in working them. Each Song of Power has five levels of Glamourie expenditure. By Expending five Glamourie when casting a Song of Power you gain a more potent effect than by Expending one Glamourie.

Rank One

You know two Songs of Power.

Rank Two

You know four Songs of Power.

Rank Three

You know six Songs of Power.

Wayfarer's Song - Kitchen Aelfan

Rank Four

You know eight Songs of Power.

Rank Five

You know ten Songs of Power.

Songs of the Charmed

Many tales are told of the power of Aelfan Song, the charmed music that leads mortals away to aelfan realms, the dark music that can bind and swamp the mind, the gleaming pearls of song that dance upon the air.

Aspects: Songs of the Charmed allows you to work magic to charm, enthrall, and command listeners to your music.

Rank One

You may expend a rank of Glamourie to invest your song or music with the magic to charm all who hear it into perceiving you as an ally or friend. All creatures or persons who hear your music must make a Test of Willpower (diff. 3) or perceive you as they would a trusted friend. If however you do anything to betray the trust a friendship demands the charm is lifted and the targets of the magic will see you for what you are. The charm continues as long as you continue singing or playing a melody, and lasts for five minutes after you cease your music.

Rank Two

As with above except that creatures or persons with a Willpower of 3 or less automatically succumb to your music, and the enchantment last for ten minutes after you cease your song.

Rank Three

As with above except that you may invest in your music the charmed power to bind or hold all who hear your music in place. Characters are allowed a Test of Willpower (diff. 5) to resist this charm. If bound by your song a character is unable to move unless she comes under direct mortal threat, for instance if a knife is held to her throat or she is advanced upon by a sword-wielding warrior. If put in peril a character is broken free from the charm and can move.

Also, creatures or persons with a Willpower of 4 or

less automatically succumb to your music, and the enchantment last for twenty minutes after you cease your song.

Rank Four

As with above except that creatures or persons with a Willpower of 5 or less automatically succumb to your music, and the enchantment last for forty minutes after you cease your song.

Rank Five

At this rank you may invest your song or music with the power to put listener's to sleep. Characters are allowed a Test of Willpower (diff. 7) to resist this enchantment or pass into a deep, but natural slumber. Charmed, asleep characters will continue sleeping unless disturbed by movement or a loud noise, just as they would when normally asleep. They will remain asleep for at least an hour after your song finishes, but may well remain asleep for several more hours. Also, any character with a Willpower of 6 or less automatically succumbs to your music.

Songs of the Traveller

The roving bard wanders the roads and their voice rings clear and true. But there is magic in the travelling songs of the Aelfan, charms to make the road easily to walk, to clear the sky of ill weather, to make the road-weary brisk and light of foot.

Aspects: Songs of the Traveller encompasses charms to ease the weariness of the road and make journeys easier.

Rank One

You may expend a rank of Glamourie to chase away rain, snow, mist or other foul weather. Your magic will create an area about a hundred paces in radius around you that is free of foul weather. The charm will last as long as you are travelling, ending if you reach your destination or make camp.

Rank Two

You may expend a Rank of Glamourie to refresh and revitalise all mounts and beasts of burden that you are travelling with. An oxen exhausted by dragging a cart through mud will be charmed back to full vigour by this magic. A horse run to exhaustion can be made as

fresh as if it has just stepped from a stall.

Rank Three

You may expend a Rank of Glamourie to know the approximate direction and distance of any place you have visited before.

Rank Four

You may expend a rank of Glamourie to give a charmed continuous power of energy to your fellow travellers, if on foot, or to all of those mounts or beasts of burden that are travelling with you. The charm will allow you to move approximately half as fast again as you might normally. The charm will last as long as you are travelling, ending if you reach your destination or make camp.

Rank Five

You may expend a rank of Glamourie to charm a small cauldron's worth of food so that just one small bite will be fit to keep a grown man full for hours to come.

Tales of Bright Renown

The stories told by the Aelfan have the power to inspire, bewilder and terrify and yours in the voice that weaves the magic of emotion into the spoken word.

Aspects: Tales of Bright renown allows you to enchant your stories with the power to make an audience feel a given emotion.

Rank One

You may expend a rank of Glamourie to instil a single mild emotion into a tale you tell. Characters who listen to the story must make a Test of Willpower (diff. 3) to resist feeling the emotion. The emotion could be happiness, sorrow, irritation, or even gratitude or generosity. You may weave the tale so that you can suggest a target for the emotion.

Rank Two

As with Rank One except that you may instil a powerful and profound emotion such as love, hate, disgust, or rage. As with Rank One you can suggest a target for these emotions – either real or imaginary. Characters with a Willpower of 4 or less automatically succumb to your charmed tale.

Rank Three

As with above except that you may instil minor emotions without expenditure of Glamourie. Also, characters with a Willpower of 5 or less automatically succumb to your charmed tale.

Rank Four

As with above except that you may instil powerful and profound emotions without expenditure of Glamourie. Also, characters with a Willpower of 6 or less automatically succumb to your charmed tale.

Rank Five

As with above except that you can suggest a course of action as well as an emotion. You might suggest to a crowd inspired to be angry at their unjust lord, that storming the fortress with farm tools and torches is the right thing to do. Also, characters with a Willpower of 7 or less automatically succumb to your charmed tale.

Tricksome Shapes

'Ware the recreant who knows how to don the skin of all birds and beast, for who can know when his prying eyes are watching, his lying tongue is chattering, and his curious mind in plotting.

Aspects: Tricksome Shapes allows you shape-shift into various animal forms. When walking in an animal's skin you lose the ability to speak or work other aelfan Disciplines, but gain any of the natural skills or abilities of the animal you shape into, and gain the capacity to speak in the language of your chosen form.

Rank One

Choose an animal no larger than a badger. To change you must be wearing a cloak or mask made of the pelt, fur or feathers of your chosen animal. This cloak shape-changes with you, but any other clothes, possessions or objects you may be carrying remain as they are. You are able to shape-shift into this animal form by concentrating and spending a rank of Glamourie. You may remain in animal form indefinitely, but will be forced to change back into your natural shape if you sustain a grave wound or worse, or are directly addressed by a character you uses your name.

Rank Two

As with above, except that you may choose a second

Wayfarer's Song - Kitchen Aelfan

animal no larger than a badger, which you may also shape into. You will need to obtain a cloak or mask of this animal's fur, pelt or feathers to do so. Also, when addressed by name, or injured by a grave wound or worse you may make a Test of Willpower (diff. 4) to resist the urge to return to your natural form.

Rank Three

As with above, except that you may choose a third animal no larger than a dog, which you may also shape into. You will need to obtain a cloak or mask of this animal's fur, pelt or feathers to do so. Also, when addressed by name, or injured by a grave wound or worse you do not feel any need return to your natural form and may remain in animal form for as long as you wish.

Rank Four

As with above, except that you may choose a fourth animal no larger than a dog, which you may also shape into. You may use a cloak or mask of this animal's fur, pelt or feathers to shape-shift, but at this rank you may also attempt to shift into any of your animal shapes, without a cloak, by making a Test of Willpower (diff. 4). If you fail your Test of Willpower you still lose a rank of Glamourie, but remain in your natural form.

Rank Five

As with above, except that you may choose a fourth animal no larger than a boar, which you may also shape into. Also any cloak or mask which you have used a mask or cloak over a period of at least one year then the item becomes a Shaping Cloak or Mask and gains enough magic to become a Relic of Least Enchantment. An aelfan character who dons a Shaping Cloak can turn into the garment's animal by expending one rank of Glamourie for each ten minutes she wishes to remain in animal form. Any other character, mortals, duergar or ettin, who dons a Shaping Cloak or Mask can turn into the garment's animal by taking one rank of Soulburn for each ten minutes she wishes to remain in animal form.

Unerring Eye

The questor sees what others do not. She sees the door hidden by illusion. She sees the spilt blood of a king cleaned away by magic, invisible to all others.

She sees through the mists and veils that hid a tower from view.

Aspects: Unerring Eye allows a questor to see through illusion, know truth for what it is and escape the deceptions of Glamourie.

Rank One

You may make a Test of Perception always at diff. 2, regardless of the illusion, to see through a suspected illusion or see another Aelfan in her true tainted form. If you see through an illusion you may expend a rank of Glamourie to dispel it so that others will see through it too. Otherwise, you do not need to expend Glamourie to use this power.

Rank Two

You are able to immediately see through all illusions and see other Aelfan in their true tainted form whenever you wish to.

Rank Three

You may make a Test of Perception (diff. 3) to see magical auras, or invisible spirits. You may also test your perception can see faint outlines where blood or other evidences of crimes has been cleaned away.

Rank Four

You are able to shift you vision and see magical aura's, invisible spirits and the traces of evidences of crimes whenever you wish to.

Rank Five

You immediately recognise when a creature or person you meet is shape-shifted and not in their natural form. You may make a Test of Perception (diff. 4) to see the character's natural form as a shadowy phantom lurking in the shaped character's body.

World-Weaving Hands

For the Aelfan crafter all the world is a raw material. Cloaks can be woven of leaves and silken dresses from spiderwebs. Sunlight and mist can be woven together to make jewels of fiery and pale beauty. Stone can be hardened and sharpened into swords and daggers.

Aspects: World Weaving Hands allows you to craft practical but not powerfully magical objects out of

unlikely elements that are present in one or more of your havens.

Rank One

You can craft cloth, thread, and garments out of unlikely elements. These items of clothing may have an unearthly but innocuous charmed appearances but do not count as relics of enchantment. It takes you a day of work to craft a single item of apparel.

Rank Two

You may craft small, solid handheld objects out of unlikely elements, including jewellery, gems or more practical things such as daggers, chessmen or goblets. As with rank one the objects will appear strange and beautiful, perhaps even shifting and changeful, but lack any real enchanted powers. It takes you a day of work to craft a single item.

Rank Three

As with rank two except that you may craft large objects that are still small enough to be picked up and carried about. Perhaps a shield, sword or armour, or less warlike things, statuettes, decorations for boats or houses, a horse's caparison. It takes you a day of work to craft a single item.

Rank Four

As with above except that you can produce up several small, handheld objects as at Rank Two or items of clothing as in rank one over the course of a day's work.

Rank Five

As with above except that you can produce up several large, handheld objects as at Rank Three over the course of a day's work.

Chapter Four

Songs of Power

Below are the details of the magical Songs of Power that are available to Characters who have chosen the Discipline of the same name. The symbol ✱ denotes how much Glamourie must be spent to achieve a given level of power.

Awaken

Awaken allows you to cause a tree or animal that is native to at least one of your havens to gain the wits and tongue of human intelligence. If cast on a tree the tree also gains the power to manifest a face on the surface of its bark, and move its limbs in a slow, creaking way. Awakened trees or animals are always friendly to aelfan, and if dwelling near an aelfan realm will actively protect the realm from interlopers.

- ✱ The Awakened gains Willpower 5, Perception 5
- ✱✱ The Awakened gains Willpower 6, Perception 6
- ✱✱✱ The Awakened gains Willpower 7, Perception 7
- ✱✱✱✱ The Awakened gains Willpower 8, Perception 8
- ✱✱✱✱✱ The Awakened gains Willpower 9, Perception 9

Blood of My Brothers

Allows you to issue one simple command to a wight of your haven. A wight will be forced to obey your command but once released from the spell is not obliged to continue aiding you or even remain friendly.

- ✱ Command a Spirit of Least Enchantment
- ✱✱ Command a Spirit of Lesser Enchantment
- ✱✱✱ Command a Spirit of Greater Enchantment
- ✱✱✱✱ Command a Spirit of Grander Enchantment

- ✱✱✱✱✱ Command a Spirit of High Enchantment

Earthcraft

Allows you to slowly shape, forge and mould natural elements of your haven. A wood aelfan could craft trees into statues, a mountain aelfan could forge a rock into a table. Anything you shape is permanently altered, although the process is slow, and requires as much as an hour of concerted effort.

- ✱ Up to the size of a sword
- ✱✱ Up to the size of a barrel
- ✱✱✱ Up to the size of a large table
- ✱✱✱✱ Up to the size of a wagon
- ✱✱✱✱✱ Up to the size of a house

Earthlight

Causes an area of your haven no larger than twenty paces to glow with an eerie light.

- ✱ Five minutes
- ✱✱ Ten minutes
- ✱✱✱ Twenty minutes
- ✱✱✱✱ One hour
- ✱✱✱✱✱ One Day

Guardian of the Hallows

Allows you to conjure up a guardian creature, formed out of elements of at least one of your havens. For instance if you are havened to snow then the guardian you conjure must be made of snow or ice. If you are havened to woods, then leaves, wood and mould. You must have some elements of your haven on hand to work this Song of Power. The guardian you conjure can be given a simple command to guard a person, place or thing, which it will do. Glamourie spent in conjuring a guardian is invested. You cannot regain the spent Glamourie until either the guardian is destroyed or you dispel it.

- ✱ Melee: Rudimentary, Menace 4,

- Armour 0
- ✖✖ Melee: Basic, Menace 5, Armour 1
- ✖✖✖ Melee: Fair, Menace 6, Armour 2
- ✖✖✖✖ Melee: Advanced, Menace 8, Armour 3
- ✖✖✖✖✖ Melee: Penultimate, Menace 9, Armour 4

Herald

Allows you to summon the nearest spirit that is aligned to your haven. Once summoned the spirit will move swiftly towards you and present itself to you. You may give it a verbal message, or an object or objects, depending on the size of the spirit to take to an appointed place and time whereupon it will give the message or object to the first person whom asks for it. The spirit is then released from your control.

- ✖ Command a Spirit of Least Enchantment
- ✖✖ Command a Spirit of Lesser Enchantment
- ✖✖✖ Command a Spirit of Greater Enchantment
- ✖✖✖✖ Command a Spirit of Grander Enchantment
- ✖✖✖✖✖ Command a Spirit of High Enchantment

Lay of Tranquillity

Allows you to weave a song of calming over an area of your haven. A water aelfan could cause the sea to calm or a storm to settle. A snow aelfan could halt a blizzard. A mountain aelfan could quiet a mountain landslide. A wood aelfan could make tranquil a woodland bear or wolf.

- ✖ Minor force of nature: Rain or small wild creature
- ✖✖ Threatening force of nature: squall or dangerous wild animal
- ✖✖✖ Severe force of nature: Storm or deadly wild animal
- ✖✖✖✖ Terrible force of nature: Rock slide or wildfire
- ✖✖✖✖✖ Natural disaster: earthquake, hurricane or blizzard

Kin of Tooth and Claw

Choose an natural animal, no larger than a badger, that is native to at least one of your havens. Kin of Tooth and Claw allows you to shapeshift into the form of this animal for a limited time. When you shapeshift possessions, clothing and similar do not alter with you, and must be left behind.

- ✖ Take on animal form for up to five minutes
- ✖✖ Take on animal form for up to ten minutes
- ✖✖✖ Take on animal form for up to half an hour
- ✖✖✖✖ Take on animal form for up to one hour
- ✖✖✖✖✖ Take on animal form for up to one day

Lord of Wild Things

Allows you to give a simple command to a wild creature that is native to your haven. The creature will understand and obey the command, but is released from your control once the task is completed or obviously untenable.

- ✖ Command a Creature up to Fortitude 4 or less
- ✖✖ Command a Creature up to Fortitude 6 or less
- ✖✖✖ Command a Creature up to Fortitude 8 or less
- ✖✖✖✖ Command a Creature up to Fortitude 10 or less
- ✖✖✖✖✖ Command a Creature up to Fortitude 12 or less

Mood of the Land

Allows you to be momentarily aware of the general layout of an area of land, any areas of magical taint, supernatural disturbances, unusually large or dangerous creatures such as dragons, towns, roads or buildings. You can concentrate on seeking out a particular thing, place or person that you are familiar with and know the general direction and distance to it.

- ✖ Half a league radius
- ✖✖ One league radius
- ✖✖✖ Two leagues radius
- ✖✖✖✖ Four leagues radius
- ✖✖✖✖✖ Eight leagues radius

Wayfarer's Song - Kitchen Aelfan

Nature's Blessing

Allows you to enchant a wild creature that is native to your haven. Enchanted creatures gain a shimmering, silvery sheen to their feathers or coat, and their eyes glow like luminescent pools. Normally an enchanted creature will lose its magic after ten minutes, but a creature that has been enchanted five times becomes permanently enchanted on the fifth. Already enchanted creatures cannot be re-enchanted.

- ✱ Add +1 to menace and +1 to armour
- ✱✱ Add +2 to menace and +2 to armour
- ✱✱✱ Add +3 to menace and +3 to armour
- ✱✱✱✱ Add +4 to menace and +4 to armour
- ✱✱✱✱✱ Add +5 to menace and +5 to armour

Rage of Nature

Allows you to command an area of your haven up to twenty paces in radius to come alive and unleash a single furious attack on all non-aelfan and non-native creatures and characters within its borders. The form the attacks take will vary depending upon your haven. Trees may grow thorned claws and attack. Razor sharp rocks may suddenly burst from the earth. A tidal wave of furious water may come crashing down a gentle stream.

- ✱ Causes Menace 4 area damage
- ✱✱ Causes Menace 5 area damage
- ✱✱✱ Causes Menace 6 area damage
- ✱✱✱✱ Causes Menace 7 area damage
- ✱✱✱✱✱ Causes Menace 8 area damage

Sanctuary

Allows you to cause elements of your haven to grow, meld and twine together to form a beautiful, strong shelter. Although the shelters are permanent they are more prone to being overgrown by nature than manmade structures. A tower woven out of wood and rock will turn into a natural and unusable mass of trees within a few months. A house of ice will soon be lost to new layers of frost and snow. You may rework this song once a month to ensure a shelter's permanence.

- ✱ Conjures a shelter large enough for one person
- ✱✱ Conjures a shelter the size of a very small cottage
- ✱✱✱ Conjures a shelter the size of a cottage
- ✱✱✱✱ Conjures a small tower

- ✱✱✱✱✱ Conjures a large tower

Shadow of the Earth

Allows you to vanish into your surrounds as long as you are standing still within your natural haven. A wood aelfan can vanish in the forest. A mountain aelfan can vanish in the mountains. If you move then other characters have a chance of seeing you, based on a Test of Perception, as long as you stay more than three paces distant.

- ✱ Test of Perception (diff. 1) to see you when moving
- ✱✱ Test of Perception (diff. 3) to see you when moving
- ✱✱✱ Test of Perception (diff. 5) to see you when moving
- ✱✱✱✱ Test of Perception (diff. 7) to see you when moving
- ✱✱✱✱✱ Test of Perception (diff. 9) to see you when moving

Song of Summoning

Allows you to summon one or more wights of your haven out of the natural landscape. The closest wights awaken and answer your call, travelling through the earth or air to manifest before you. Summoned wights will be friendly, but are not bound to obey you, and may need to be either negotiated with or further enchanted.

- ✱ Summons the nearest wight of your haven
- ✱✱ Summons the nearest two wights of your haven
- ✱✱✱ Summons the nearest three wights of your haven
- ✱✱✱✱ Summons the nearest four wights of your haven
- ✱✱✱✱✱ Summons the nearest five wights of your haven

Song of the Unblight

Allows you to 'cure' an area of your haven of the effects of manmade buildings, roads, and farms, as well as washing away the taint of dark magic, and blights, diseases or curses. Buildings, roads and similar that are caught within your spell will be slowly devoured by the elements and plants upon working this song of

power. Small builds will be reduced to ruins in hours. Larger builds may take days to fully collapse to overgrown ruin.

- ✱ Affects an area ten paces in radius
- ✱✱ Affects an area twenty paces in radius
- ✱✱✱ Affects an area thirty paces in radius
- ✱✱✱✱ Affects an area forty paces in radius
- ✱✱✱✱✱ Affects an area fifty paces in radius

Veils of the Hidden

Veils of the Hidden can be cast on any path, bridge, gateway, or tunnel that is within ten leagues of an Aelfan stronghold, realm or settlement of at least ten or more individuals. This magic, once cast, is permanent as long as the settlement remains inhabited. If the settlement is abandoned then Veils of the Hidden fades away. Veils of the Hidden prevents any character who is not either Aelfan or Englamoured by Aelfan magic from seeing the path or gateway that is hidden. Depending upon the amount of Glamourie spent on the spell, none-Aelfan or non-Englamoured with a given level of Perception are permitted a Test of Perception (diff. 7) to notice the hidden path or gate the first time he or she passes it.

- ✱ Non-Aelfan of Perception 5 or better may notice the hidden gate or path
- ✱✱ Non-Aelfan of Perception 6 or better may notice the hidden gate or path
- ✱✱✱ Non-Aelfan of Perception 7 or better may notice the hidden gate or path
- ✱✱✱✱ Non-Aelfan of Perception 8 or better may notice the hidden gate or path
- ✱✱✱✱✱ No Non-Aelfan has a chance of seeing the hidden gate or path

Voices of the Earth

By placing your hands against the wood, stone or earth of your havened landscape you may work this song of power to commune with elementals - the small and airy spirits of the land. You may put a question to the elementals and receive a truthful reply in many voices. Elementals are generally aware of all that occurs within their natural realm.

- ✱ Pose one question
- ✱✱ Pose two questions
- ✱✱✱ Pose three questions
- ✱✱✱✱ Pose four questions

- ✱✱✱✱✱ Pose five questions

Word of Keepsake

Allows you to put an object or treasure into the safekeeping of the earth. By working this song of power you can cause elements of your haven to grow up around a treasure, forming a protective camouflage that will only open for you. You could hide a sword in a tree, or the crown of an aelfan lord within a boulder.

- ✱ Conceal up to the size of a sword
- ✱✱ Conceal up to the size of a barrel
- ✱✱✱ Conceal up to the size of a large table
- ✱✱✱✱ Conceal up to the size of a wagon
- ✱✱✱✱✱ Conceal up to the size of a house

Chapter Five

Crafts of the Aelfan

Second only to the arts and crafts of the Deurgar, Aelfan workmanship is prized and valued in all of Mithgerd for its beauty, strength and enchantment.

Flame-Gems

Flame-Gems are created by a process of pouring Glamourie into an ordinary crystalline stone such as diamond, quartz, ruby or topaz. The stone, once enflamed with Glamourie lights up with an inner fire and grows brighter the more Glamourie that is poured into it. Larger stones can hold more Glamourie and may shine bright enough to see by so long as the Glamourie is not drained away. Some aelfan kings and queens wear necklaces laced with glowing Glamourie rich rocks.

Investing Glamourie

Any Aelfan character can expend Glamourie to store it for later in a gemstone. For every two ranks of Glamourie expending one rank of Glamourie is stored in the stone. Expended Glamourie can be recovered in the usual manner. The Glamourie, once stored, can be tapped later by any Aelfan character in order to work magic.

Tiny Gemstone	Max 2 Glamourie
Marble-Sized	Max 4 Glamourie
Acorn Sized	Max 6 Glamourie
Knuckle Sized	Max 8 Glamourie
Fist Sized	Max 10 Glamourie

Englamoured Relics

Englamoured relics are formed rather than made. When an object of Aelfan craftsmanship has been in the possession of an Aelfan of unusual power for more than a hundred years of men it will begin to gather a little magic of its own. An Englamoured relic will gain some minor enchanted powers that can be tapped into by any who wield it in years to come, they will never

break or corrode unless attacked by magic and count as Relics of Least Enchantment for the purpose of rules. Below are some ideas for Englamoured Relics.

Armour of Shadows: A suit of chainmail, having been in the possession of a king of the Night-Aelfan has acquired a few charms of the shadows. Armour of Shadows is pitch black, renders its wearer silent, and adds a +1 bonus Aptitude level to any attempts to hide in dark surrounds.

Armour of Thorns: Armour worn by the great Aelfan woodland king Ivaleitago. Armour of thorns has come to life and the golden armour is now covered with twining, growing branches of gilded leaves and thorns. The armour delivers a Menace 8 injury to any creature that tries to wrestle, bite or hold the wearer and if damaged regrows, becoming whole again within a few days.

Arrow of Drake-Ire: Used by the Aelfan hero Arkadis Zigaiva to slay the dragon Methara the arrow of Drake-Ire will never miss if loosed at a dragon, drachen or wurm and will deliver Menace 10(+10) injury to the unfortunate target (i.e. roll d10 and add +10 to your score. If you score an 8 then add +10 to a score of 18).

Cloak of Grey Shadows: Worn for an aeon by the Mist-Aelfan sorceress Alde Valdagi the Cloak of Grey Shadows will on command turn the wearer to an incorporeal shade of mist. In this state the wearer can pass through solid objects and can neither inflict or suffer injury.

Cloak of Leaves: Seven powerful relics of the seven knights of the woodland court of Lefnuon. The cloak of green leaves have turned from cloaks stitched with leaves to a raiment growing with living leaves of jade and green-copper. The Cloak of Leaves adds a +3 bonus to any attempts (add +3 to your final score when rolling) to move in stealth in a woodland and add one rank to the armour of the wearer.

Conjurer's Platter: Used by the sorceress-queen Ermelda Ana to serve guests the Conjurer's Platter

now fills itself with delicious and rare delicacies whenever it is set before the hungry.

Dagger of Ettin-bane: A dagger used by the otherwise unarmed Vairis Kaskars to defend himself against three powerful frost-ettin. Vairis was slain by the Ettin but his dagger survived and remembered a hate for those beings. If used against Ettin the dagger flares with magic and becomes a Menace 15 weapon.

Ghostly Dagger: Used by the royal assassin of King Indaigu, the Ghostly Dagger has a blade of silver mist and passes through any and all artificial armour, chain, plate and leather as if it were thin air. It has a Menace of 5.

Glory's Raiment: Worn by the rather dandyish Aelf-Lord Miedual Bers this set of cloak, tunic and leggings lends a powerful air of respectability, charm and seduction to any wearer. Those who don this garb gain a +2 bonus to any tests of social skills (i.e. add +2 to your total roll, if you score an 8 increase this to 10).

Gossamer Harness: The pride of the royal horseman of the kingdom of Seven Rivers, the Gossamer Harness will expand or shrink to fit any creature that may be ridden. Once harnessed a creature is made immediately tame and may be ridden as if it were a well-bred horse, be it a wolf or a worm.

Midnight Helm: Worn by a warlord of the Night Aelfan at the battle of the twelve banners, the Midnight Helm gives its wearer the ability to see in pitch darkness (if a mortal) and the ability to summon and command one natural creature of the night by expending one rank of Glamourie (if an Aelfan)

Raiment of Spidersilk: A dress of remarkable beauty worn by the reclusive princess Kora. The dress of Spidersilk will allow its wearer to pass unnoticed through crowds at will and escape unwanted engagers in conversation by magically distracting the conversationalist and then causing the wearer to vanish.

Silvered Shield: The Silvered Shields were gifts from the King of HighAlfrain Tor to his knights. Each silvered shield will add two ranks of armour to its bearer's compliment and provides a 2/10 chance of negating any destructive or injurious magic directed at the shield-bearer.

Sunlit Staff: A staff born by the wizard of the sun Zimonat Intis. The Sunlit staff is crowned by a gold-encircled quartz stone that doubles as a flame-gem

capable of holding 15 Glamourie and a source of light that can be commanded to shed enough sunlight to illumine a twenty pace radius even if empty of Glamourie.

Sword of Silver Flames: Weapons born by the knights of Alfrian Tor, the Swords of Silver Flames will burst into eldritch, silver fire on command and when enflamed have a Menace of 12.

Enchanted Relics

The following are some ideas for relics of a greater power associated with the Aelfan Folks. Note that the relics described here are derived from Aelfan charms, but are more likely to be of interest to mortals.

Aelfan-Sword

Relic of Lesser Enchantment

Aelfan-Sword is a name given to those blades that were wrought by the master elf-wrights in the ancient days. It was an age in which elves knew how to alloy their steel with the light of sun and moon and the heat of fire. Their blades were made with purpose too, to protect the Elven-Realms and keep Duergar, and Trolde alike at bay.

The Will of an Aelfan-Sword: The Will of an Aelfan-Sword is bent to protecting the Aelfan Folk and is ambivalent to all else. A mortal man who picks up an Aelfan-Sword will begin to think increasingly like an elf and indeed to look a little more like one as well. A person who is overwhelmed by the power of an Aelfan-Sword is compelled to dwell at the borders of an Aelfan-Realm guarding it against evil. In time their body fades and they become a wraith of mist and silver light forever wandering the forests and watching over the elves that dwell therein. Elves who carry an elven sword never have to make a test of Willpower against its influence and so never become sword-bound wraiths. It is indeed a concern to the Aelfan Folk that men who were never meant to carry these blades can be trapped by their magic. A duergar or trolde who picks up an elf-sword will find it becomes dull and lifeless in their hands. There has been a long enmity between each of those folk and wood-elves and elf-swords were wrought for their bane not to be their tools.

Rank One

Task: None

Wayfarer's Song – Kitchen Aelfan

An aelfan –sword gives the normal benefits of a weapon of Lesser Enchantment.

Rank Two

Task: Visit an Aelfan-Realm in friendship

While wielding the sword destructive magic cast at you has a 2/10 chance of dissipating harmlessly.

Rank Three

Task: Use the sword to defend one or more elves from harm.

If not already of aelfan-blood you become elfin to look at. You gain aelfan sense of vision and hearing. If already of the aelfan folk then the weapon becomes a Weapon of Grand Enchantment.

Rank Four

Task: Carry out a quest set for you by an Elf-Lord or Lady.

The aelfan-sword will flicker with fire in your hands and Destructive Spells cast at you have a 4/10 chance of dissipating harmlessly.

Ring of Twined Roses

Relic of Greater Enchantment

This ring is also called the Ring of Sitha after she who first owned and treasured it as a token from her lover. Sitha was an Aelfan-Queen in an age long ago whose beauty was such that it gathered a magic of its own about her. This little silver ring, crafted like twined rose flowers was her trinket and over it she wove magic to please and entertain her. The ring will only allow itself to be slipped on the finger of a young woman. If an elderly person or a male attempts to put it on it will seem too small and will never fit over the first knuckle.

The Will of Sitha's Ring: More than anything else the Ring of Twined Roses desires love and attention. It is otherwise carefree and that revelling nature will in time take over the wearer. She will laugh more often and with a gentler lilt. She will flirt and court and tempt, and want men to fall over themselves to do her every small whim. The ring above all else creates and preserves beauty. It will keep its wearer young and youthful when everything else around her has fallen to ruin and dust. Any woman of the race of mortals who wears it will slowly become more elfin until they are indistinguishable from a goddess of the Aelfan folk. If

the ring is taken by force from a woman then all the weight of the years she has avoided will flood into her and leave her dying and wizened.

Rank One

Task: None

The wearer of the ring will wake up the next morning looking considerably more beautiful. It will all be subtle changes, perhaps a tint of the hair, the shape of the nose the colour of the eyes. However together each change will add to make for quite stunning beauty. The bearers Willpower increases by one.

Rank Two

Task: Discover the nature of the ring and the name of Sitha.

The wearer of the ring will be able to make any single nearby male stare at her enthralled by a Contest of Will. The man will not obey any commands and will defend himself against bodily harm but is otherwise quite helpless until the wearer leaves him alone. The bearers Willpower increases by one.

Rank Three

Task: Discover who first crafted the ring.

The wearer of the ring finds themselves able to work small glamours and illusions, in effect being able to make any one object or person at a time appear considerably more attractive and beautiful than the subject really is.

Rank Four

Task: Visit the place where the ring was given to Lorient.

The wearer becomes eerily beautiful. Living, Breathing males who meet her must make a test of Willpower or risk falling in love. Any male who wishes to injure or wrong her must make a Test of Willpower. The wearer can make any one male at a time fall in love with her by a Contest of Wills. The bearers Willpower increases by one.

Chapter Eight

Advancement

Characters earn Experience Points at the end of game as a reward for achieving a goal, good roleplaying, clever thinking, defeating an enemy or merely for surviving. Allot each Character at least Three Experience Points at the end of a game session of normal difficulty or risk. Increasing the number of Experience Points to four or five can be done if the adventure was highly dangerous and one or more of the Characters either died or very nearly died.

Characters can save up Experience Points for later or spend the points right away. Experience Points are used to increase the ranks of Aptitudes and learn new magics. Below is a guide to spending Experience Points.

Increasing Aptitudes

1 pt	Poor to Low
2 pts	Low to Average
4 pts	Average to Good
7 pts	Good to Renowned
11 pts	Renowned to Fabled
16 pts	Fabled to Legendary
24 pts	Legendary to Mythic

Increasing Disciplines

2 pts.	Rank One to Rank Two
4 pts.	Rank Two to Rank Three
8 pts.	Rank Three to Rank Four
16 pts.	Rank Four to Rank Five

Magic

20 pts.	Add 1 rank to your total Glamourie Pool
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Wayfarer's Song

Name: _____ Throne: _____ Bloodline: _____ Havens: _____ _____ _____	Disciplines _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000	Exp _____ _____ _____ _____
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Aptitudes

Appray: _____	Cunning: _____	Subterfuge: _____
Brawling: _____	Fortitude: _____	Wayfaring: _____
Dexterity: _____	Perception: _____	Willpower: _____
Courage: _____	Presence: _____	Wisdom: _____
Crafts: _____	Ranged: _____	Uic: _____

Injury

Health

Fatigue

Vigour

Glamourie

Max

Belongings

ARMOUR:

- Protection:

Shield:

- Protection Bonus: +
- Ranged Bonus: +

Songs of Power

	00000
	00000
	00000
	00000
	00000

U-Weirds
