

NAME — Shalan Bluestar

**LOOK & LIFE**

Look: Tall; pale, faintly-green skin, golden eyes  
 Life: Seen generations of humans pass, child of a scattered people  
 Outlook: Stern, prickly, and formal

**STATS MOVES**

**+1** *persevere under duress*  
 Serene  highlight

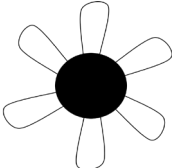
**-1** *coerce with violence; ambush someone; do battle*  
 Brutish  highlight

**+1** *beguile someone*  
 Resplendent  highlight

**+2** *assess a situation; fathom a soul*  
 Canny  highlight

**+2** *invoke the unreal*  
 Effulgent  highlight

**HARM**  
 flower of mortality



**GNOSIS & LEGACY**  
*help or interfere; ending the tale*

	Gnosis	Legacy
Bloor:	+1	
Nob:	+1	-1

**ELVEN CULTURE**  
 When you *intimately share culture* with someone, you are granting a great gift. Choose one of your moves that the person you shared culture with may use as you do. He may only do this once, and only during this tale; the note you plucked in his soul will soon fade away.

**IMPROVEMENT**  
*experience* ○○○○⊕ >> *improve*

- Remove a Legacy penalty
- Remove a Legacy penalty
- get +1Effulgent (max +3)
- get +1Resplendent (max +3)
- erase a blackened Weariness petal and restore it to health
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- get a new Elf move
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- get a new Elf move
- get a new Elf move
- get a new move from any playbook
- \* choose an enclave advance (can choose this multiple times)

THE ELF

WE CALL OURSELVES: \_\_\_\_\_

THE ELF

Grace itself. Starlight distilled into flesh. Elves were chief stewards of the world in the Golden Age for Those Who Came Before, and their reflected light still resonates in you to this day, whether you looked on Those Before with your eyes, or are descended from those who did. You're a living flame of the Golden Age, illuminating a dark night. But this night is oppressively cold, the wind is high and savage, and the sun of that Age will never rise again. Your light will soon fade from this world. You can feel the Next World calling to you sweetly. You could be with everyone you love in an eternal paradise yet you stay in this squalid, filthy, degrading hole. What tethers you here?

ELF MOVES

You get the *deathless* move.  
• **Deathless:** (auto-chosen) You will never die. When you wither the final petal of your **flower of Weariness**, this is your last tale; at the first opportunity, you slip away from your mortal connections and follow the hidden pathways to the Next World. If your life becomes untenable because your **flower of mortality** is fully withered away, your body will immediately crumble to dust in this world, and be reformed in the Next.

Now choose three more moves; at least one must be an *invoke the unreal* move  
INVOKÉ THE UNREAL

● **Dread geas:** You can force people to do your whim. State a specific, discrete task you want your victim to perform and **roll+Effulgent**, then **blacken a petal** on your **flower of Weariness**. **On a 10+**, the wretch doesn't realize what was done to him. **On a 7-9 or a miss**, he knows what you did and will act accordingly. **On a hit**, Demiurge characters will do as you wish, and Company characters must *persevere under duress* to do anything that isn't in furtherance of your dictum. If a member of the Company succeeds in *persevering* or in achieving the task you set him, the spell breaks, and he marks experience. **On a miss**, your victim needn't heed your will and knows you attempted to exert it. The Demiurge may have possession and will domination turn against you, now or in time. **You must tell the Demiurge:** How can people protect themselves from your terrible will? Who knows how? Is she the only one?

○ **Heart's desire:** You may conjure for a Demiurge character the one thing he most ardently wishes to have. State what seemingly-innocuous cost the magic demands of the recipient. **Roll+Effulgent** and **on a hit**, he gets what he wants, and pays the cost. **On a 10+**, you may heal one petal on your **flower of Weariness**; this made his life and the world a better place. **On a 7-9 or miss**, whatever he receives will in time come to mock the asking. **Tell the Demiurge** to make a 4-petal **flower of doom** and, each time the character appears in a scene again, wither one petal by filling it in and describe how his condition has worsened, until he dies when the last petal blackened. **On a miss**, wither a petal on your **flower of Weariness** as you have a vision of what his life may have been without your help.

OTHER MOVES

● **Ancient pacts:** You are the inheritor of various rights, powers, agreements, oaths, and other bindings, either bequeathed to you by your progenitors, or made yourself over the course of your long life. You have **two of these** that may be useful in your days remaining in this world; you need not detail them now. Reveal and describe one or more of your bindings to: save the day, use it as leverage or a bargaining chip, turn the tables on someone, or get better treatment for yourself or someone else. Once you spend the power of these debts, their ability to compel people to your will is spent.

○ **Complicated lineage:** One of your parents, or an ancestor, is human. Take a move from the Traitor playbook. Whenever you make a choice in character creation or choosing an improvement for your character, you may include the Traitor options among your choices.

## ELF MOVES

○ **Mind whispers:** If you've met someone, you may attempt to speak to her, mind to mind. **Roll+Effulgent** and **on a 10+**, no stray thought is shared. **On a 7-9**, you're both carelessly sharing many details you'd rather keep to yourselves. Each player, name at least one embarrassing thing shared. **On a miss**, your minds mesh in a confusing mash and you must **persevere under duress** to take action in the scene; furthermore, if she is a member of the Company, you each gain +1Gnosis with each other as the chaotic slurry of impressions nonetheless gives you insight.

○ **Primordial thaumaturge:** You have studied the magics that birthed creation itself. You get +1Effulgent (max +3).

● **Ranger's knowing:** When you take the time to examine a natural feature (a dell, a waterway, a monumental boulder, etc.), **roll+Canny** and **on a hit**, you can ask the Demiurge questions. **On a 10+**, ask 3. **On a 7-9**, ask 1:

- *Who was the last person here before me?*
- *What processes—natural or otherwise—birthed this place?*
- *What strong emotions have been most recently felt here?*
- *What words have been said most recently here?*
- *What has been done recently in this place, or to it?*
- *What is wrong with this place, and how can I fix it?*

**On a miss**, the Demiurge may turn your deafness to nature against you, now or in time.

○ **Raw eldritch might:** Elves breathe magic, and are able to do many simple things with the spark of the Golden Age. You can use it to threaten and intimidate. When you use magic to rip energy from the air and hurl it, sicken people with it, or in any other way use blunt magical power to force obedience, you may **roll+Effulgent** instead of +Brutish to **coerce with violence**.

## ELVEN ACCOUTREMENT

### Elegant elven weapons (choose 1):

- Magic wand (2-harm close, fragile, loud, valuable)
- Leaf-dagger (2-harm hand, covert, living, bloody, valuable)
- Hidden knives (2-harm hand, infinite, valuable)
- Starsteel sword (3-harm hand, adamantite, bloody, unique, valuable)
- Sprouting longbow (3-harm far, reload, silent, living, valuable)

### Exquisite elven accoutrement (choose 2):

- Sigil of your house (worn, valuable)
- Mimic cloak (worn, camouflaging, valuable)
- Whisper boots (worn, silencing, valuable)
- Long coat of woven webs (worn, valuable)
- Stones of Ishani (floating, coruscating, orbiting, valuable)  
*Setting them to float around you lets you take +1 ongoing Resplendent*
- A pet of a lost breed (living, exotic, valuable)  
*Your choice and yours to detail; add a tag about its disposition*

## YOUR ELVEN ACCOUTREMENT

Starsteel sword (3-harm hand, adamantite, bloody, unique, valuable); sigil of the Order of Steel and Air (worn, valuable); a pet that is the last wyvern (living, stubborn, exotic, valuable), a baby named Callamil, who thinks she's much bigger than she is

## ACCOUTREMENT & TOKENS

Miscellany worth 1-gold; a soulgem (unique, valuable) which lets him commune with Sharath Bluestar, his father who lives on in the Next World; a short bow (2-harm, far, reload, silent); light, elf-wrought mail (1-armor)

## LIFESTYLE

At the beginning of the tale, spend 1-gold to keep yourself sheltered and fed, but with insufficient time in nature (start the tale with 1-harm from exhaustion, or mark Weariness and bypass this concern), or 2-gold to live extravagantly, with plenty of time among wild things. If you can't or don't want to, let the Demiurge know you won't pay your upkeep, and she will ask you questions about how you're keeping soul to flesh.

If you are in need of funds during play, tell the Demiurge you wish to seek remuneration for your services. You may seek such employment and gain 2-4 gold by:

- *Serving an affluent Demiurge character as an advisor or tutor*
- *Serving an affluent Demiurge character as a wizard or arcane researcher*
- *Serving as a curiosity at an affluent Demiurge character's social engagement*
- *Devising some other gainful purpose your proficiencies are suited to with the Demiurge*

Assuming such is available, the kinds of things 1-gold might secure include: *a night of sumptuous delights and company; any simple piece of mundane accoutrement, a token, or weaponry which is not valuable; a tale's hire of a ruffian as a bodyguard; a few tales' hire of simple labor; the costs for reviving by a healer an unconscious person; a few tales' tribute to a protection gang or legal equivalent; a few days worth of food and water for a half dozen people; bribes, fees, and gifts sufficient to get you into almost anyone's presence.*

For more-fine or more-rare items or services, work out particular arrangements with the Demiurge.

## ELVEN WEARINESS

Elves are no longer meant for this world, and their hearts yearn for the Next. You have a **flower of Weariness**, which loses a petal whenever you suffer a great tragedy. You gain Weariness when:

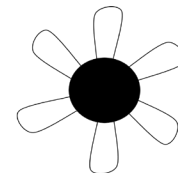
- The Demiurge withers one of petals of the enclave's flower of human antipathy
- A move or Reaction results in your Weariness increasing
- One of your Weariness triggers is activated

Whenever you wither a given petal for the first time on your **flower of Weariness**, you add a Weariness trigger: *When \_\_\_\_\_ happens, my flower of Weariness withers a petal.* This trigger remains forevermore and is never rewritten or removed. For example, if your **flower of Weariness** petals are all healthy and you lose one, you would name your first trigger. If your **flower of Weariness** was restored to full health, and later, you lose that first petal again, your trigger does not change. When you blacken in a second petal, you gain a second, permanent Weariness trigger. And so on.

You can relieve Weariness in very rare circumstances: most-reliably, when you spend an improvement heal the **flower of Weariness** directly, or when you spend an improvement heal the enclave's **flower of human antipathy**.

When your final Weariness petal dies, you may no longer restore health to the petals of the **flower of Weariness**; this is your last tale of the saga. Retire your character at the conclusion of this tale, and say how you move on to the Next World.

If you are not an elf, but gain a move that involves Weariness, you now have a Weariness track. Where your soul goes when your flower dies, none know, but you will surely fade from this world.



flower of Weariness