



Chronicle of

an
Elf

Here is the Chronicle of

An Elf

Hailing from the Lands known as _____

The Child of _____ *of the*
Folk. Known for their _____ *and*
their _____.

This Elf - also known as _____ *Has abandoned life in*
the _____ *southern lands to Seek Adventure & to depart*

With eyes of _____ *and hair of* _____

Standing _____ *tall & weighing* _____

Bearing a _____ *countenance & marked by* _____

Known as a

to friends
& a

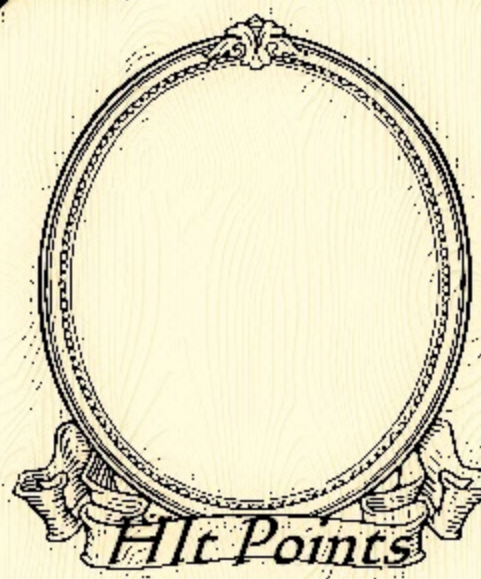
to enemies

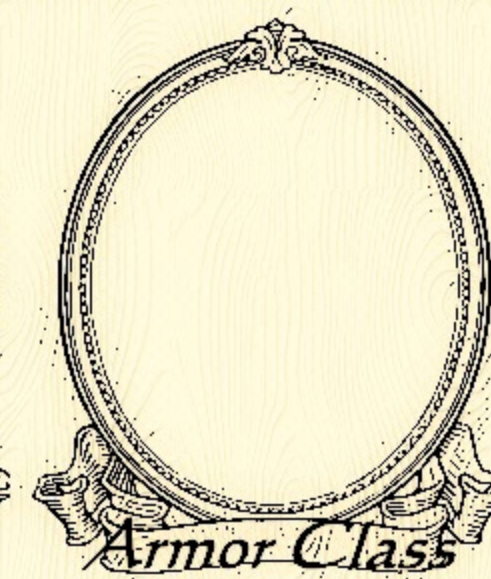
Who speaks with a

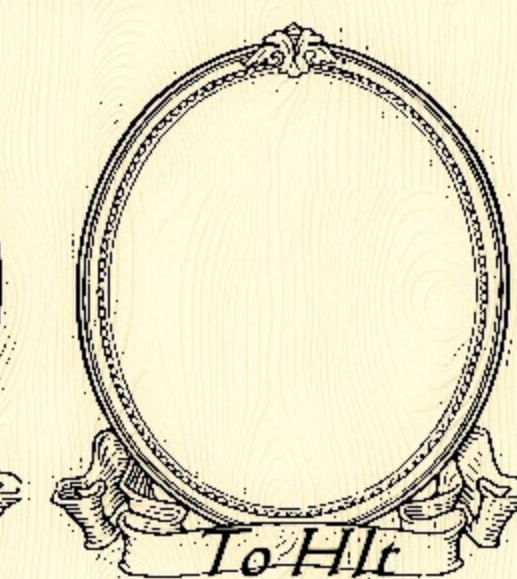
voice
and often says

Your Portrait

Who arrives in the North with these statistics


Hit Points


Armor Class


To Hit

Statistics

CHA
CHARISMA

CON
CONSTITUTION

DEX
DEXTERITY

INT
INTELLIGENCE

STR
STRENGTH

WIS
WISDOM

Parley
Dice _____

Encumbrance

Initiative

Language
Rolls _____

Attack
Modifier _____

Search
Die _____



Adventuring Skills

Find
Traps _____

Hear
Noise _____

Hide in
Shadows _____

Move
Quietly _____

Open
Locks _____

Pick
Pockets _____

Scale
Walls _____

Saving Throws

Breath

Death

Devices

Petrification

Spells



Verdant

Cyan

Sun

Carmine

Samnite

Fulligin

Star Signs

Who has knowledge of these languages

Elven

Arboran
Confirii
Dessidurii

Goblin

Hobtalk

Monster

Orkii
Wozish
Kalamni
Om-Ge
Alep

Immortal

Beheman
Lavithan
Estrellan
Djagan

Human

High Sundus
Austrus
Nordagh
Oss
Vesten
Kenahr
Hoej

Dwarven

Cavern
Ocean
Snow

And Reads & Writes in

Dess
Andaless
Ans

Sundus
Alphabet

Goehr

Luden
Alphabet

Sundust

Hobscrawl

Diasp

Lothe

Tiglath

Vada

Tiglath
Glyphs

Tdorsz

Hohl

Gallak

Thornscript

Gzerwa

Dwarfrunes

Pawlish

Calculaat

Ruhmn

Who brings all of this to the North

I _____

Weapons Encumber
based on damage

Light = D6 = Enc 1

Medium = D8 = Enc 1

Heavy = D10 = Enc 3

Armor Encumbers

based on AC

AC 13 = Enc 1

AC 15 = Enc 2

AC 17 = Enc 3

Shield = +2 AC Enc 1

2 _____

3 _____ 4 _____ 5 _____

6 _____ 7 _____ 8 _____

9 _____ 10 _____ 11 _____

12 _____ 13 _____ 14 _____

15 _____ 16 _____

17 _____ 18 _____ 19 _____

20 _____ 21 _____ 22 _____

Ammunition Encumbers at 1 per 5

Food & Water encumber at 1 per day

Movement Speed _____

DEX - Encumbrance over CON

*Who has Mastered
These Maneuvers*



*Who has Mastered
These Maneuvers*



WHO HAS MASTERED THESE ELFE POWERS

☐ Disease Immunity

You are immune to all diseases including aging

☐ Ethereal Beauty

Double your maximum followers & Increase their Morale & Loyalty by 2

☐ Far Sight

You can see twice the distance of others

☐ Illusion Resistance

You are always entitled to a saving throw versus Glammers

☐ Sense Hidden

You detect secrets on a result of 1 or 2 on your search rolls

☐ Sleep Immunity

You cannot be forced to sleep by magical or chemical means.

☐ Traceless Passing

You cannot be tracked or pursued through wilderness

☐ Glammers

You can learn & Cast Glammers

☐ Wizardry

You can cast Wizard Spells & Use a Spellbook

☐ Ethereal Drift[★]

Once per day you can become ethereal & drift out of mortal existence. You may use this ability any time you would take damage. You take no damage but are insubstantial for the next few minutes. You exist in the world only as a perception and cannot act.

Wounds Taken

Wounds Healed

Who has found, in the North these treasures

Silver & Currency



Jewels & Trinkets

Treasures

Allies & Friends

Knowledge, Secrets & Lore

Tools & Equipment

Xp Expenditure Record

The Elf Adventurer

Saving Throws

Hit Dice

Devices

Breath

Death

Petrification

Spells

Attack Bonus

d6	16	16	16	17	16	+1
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Modifications to this Array:

Saving Throws:

Save -1	500
Save -2	1,500
Save -3	4,500
Save -4	13,500
Save -5	40,500
Save -6	121,500
Save -7	364,500

Attack Bonus:

Attack +1	1,000
Attack +2	2,000
Attack +3	4,000
Attack +4	8,000
Attack +5	16,000
Attack +6	32,000
Attack +7	64,000

Hit Dice:

HD +1	500
HD +2	1,000
HD +3	2,000
HD +4	4,000
HD +5	8,000
HD +6	16,000
HD +7	32,000
HD +8	64,000

Elfs are skilled at languages and automatically know one of the 3 Elf languages & gain d6 additional language rolls

Further Modifications

Increase HD from d6 to d8 – 36,000

Spellbook – 2,000

Glammers 500

Elfish Abilities

Wizard Spells – Spell Level / Day x 1000

100-500-1,000-5,000-10,000-50,000-100,000-500,000

(E.g.: 3 level 1 spells/day = 3,000)

Sleep Immunity - Woodland Strides – Sense Hidden

Glammers – Glammer Level / Day x 500

Illusion Resistance – Disease immunity

(E.g.: 2 level 2 Glammers/day = 2,000)

Far Sight – Ethereal Beauty – Traceless Passing

Scale Walls	Find Traps	Hear Noise	Hide/Shadow	Move Quietly	Open Locks	Pick Pockets
100xp/1	100xp/1	100xp/1	75xp/1	75xp/1	400xp/1	400xp/1
Max 8	Max 9	Max 9	Max7	Max 8	Max 7	Max 7

CHA	CON	DEX	INT	STR	WIS
4d6	3d6	4d6	4d6	3d6	3d6

The Chronicle of

Who arrives in the North with these statistics

Hit Points Armor Class To Hit



Statistics

CHA
CHARISMA

CON
CONSTITUTION

DEX
DEXTERITY

INT
INTELLIGENCE

STR
STRENGTH

WIS
WISDOM

Parley
Dice

Encumbrance

Initiative

Language
Rolls

Attack
Modifier

Search
Die

Silver

Pieces

Experience

Points

Find
Traps

Hear
Noise

Hide in
Shadows

Move
Quietly

Open
Locks

Pick
Pockets

Scale
Walls

Saving Throws

Breath

Death

Devices

Petrification

Spells

Verdant

Cyan

Sun

Carminé

Samnite

Fulligin

Who has found, in the North these treasures

Handwritten notes in yellow ink at the top of the page.

Silver & Currency



Jewels & Trinkets

Treasures

Allies & Friends

Knowledge, Secrets & Lore

Tools & Equipment

Handwritten notes in black ink along the right edge of the page.

Xp Expenditure Record

The Chronicle of

Who arrives in the North with these statistics



Statistics

CHA
CHARISMA

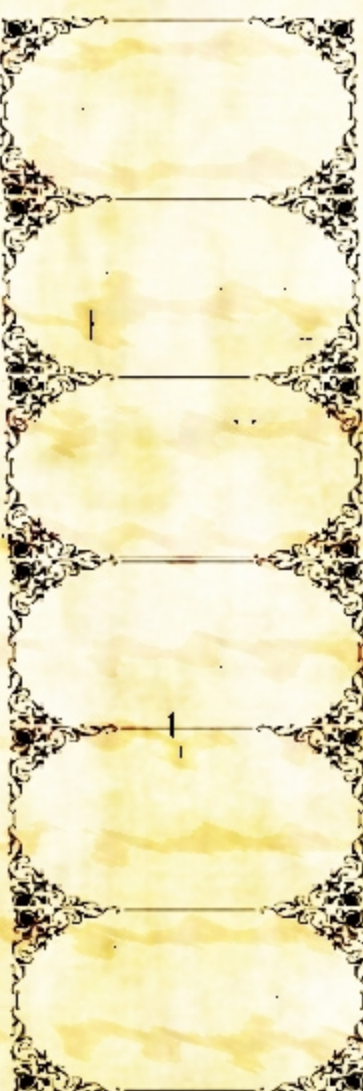
CON
CONSTITUTION

DEX
DEXTERITY

INT
INTELLIGENCE

STR
STRENGTH

WIS
WISDOM



Parley
Dice _____

Encumbrance _____

Initiative _____

Language
Rolls _____

Attack
Modifier _____

Search
Die _____

Silver



Pieces

Experience



Points

Find
Traps

Hear
Noise

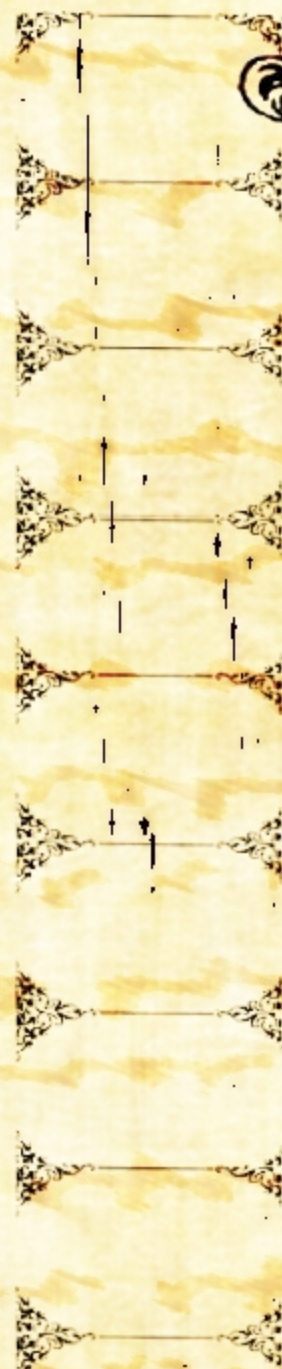
Hide in
Shadows

Move
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Pick
Pockets

Scale
Walls



Saving Throws

Breath

Death

Devices

Petrification

Spells



Verdant



Cyan



Sun



Carmin



Sammite



Fulligin

Who has found, in the North these treasures

Handwritten notes in yellow ink, possibly a list or map, located below the title.

Silver & Currency



Jewels & Trinkets

Treasures

Allies & Friends

Knowledge, Secrets & Lore

Tools & Equipment

Handwritten notes in black ink, possibly a list or map, located on the right side of the page.

Xp Expenditure Record

Glammer Levels Per Day_____

Wizard Levels Per Day_____

Who has learned these spells

Spellbook

Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____
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Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____
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Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____
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Glammer Levels Per Day_____

Wizard Levels Per Day_____

Who has learned these spells

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Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____	Spell: _____ Level: _____ Casting Time: _____ Requirements: _____ Effect: _____
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Glammer Levels Per Day _____

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Who has learned these spells

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Name

HD Size

Initiative

+ Qualties

HD #

Speed

+ Reactions

HP

Saves

- Qualities

AC

Stats

- Reactions

Attack #

Skills

Behaviors, Goals - Personality

Attack +/-

Morale

Description

Abilities, Powers,
Moves & Spells

NPC Record

Name

HD Size

Initiative

+ Qualties

HD #

Speed

+ Reactions

HP

Saves

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AC

Stats

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- Qualities

AC

Stats

- Reactions

Attack #

Skills

Behaviors, Goals - Personality

Attack +/-

Morale

Description

Abilities, Powers,
Moves & Spells

NPC Record



The History of the Elves is not a simple matter of facts laid out end to end, of beginnings & crises. For many elves prehistory is a faint but cherished memory, a time of childhood or of raising children themselves. Life without death makes for confusing histories as the ancient & unknown becomes a matter of conflicting opinion. Among the elves there are many accounts of the origins of their species and none of these have enough truth to them to invalidate all the others nor the fables of the other races.

The magic of illusion, the magic of wizardry, the elves are strong in these & these in turn make facts, recollections, reality itself obscure & mysterious.

Here are three possible histories for the race of elves - each drawn from examples of one of the three elven families as distinguished by their language.

Elf Appearance Tables

Family				Height				Weight			
Arboran Elves				2 feet +5d12 inches				CON X 12 pounds			
Confirii Elves				3 feet +6d10 inches				CON X 10 pounds			
Desiduirri Elves				4 feet +7d6 inches				CON X 12 pounds			
Coloration				Distinctive Features							
Arboran Coloration				Arboran							
Roll	Hair	Eyes	Complexion	I	Willow	6	Dichromatic Eyes	II	Notched Ear	16	Wiry Muscles
1	Obsidian	Carmine	Pearl	2	Very Long Hair	7	Long Fingers	12	Missing Eye	17	Eerie Presence
2	Samnite	Fulligin	Opal	3	Noble Look	8	Faint Glow	13	Missing Ear	18	Alien Mein
3	Midnight	Burning	Fair	4	Regal Presence	9	Piercing Gaze	14	Scarred Face	19	Distinct Eyebrows
4	Pale	Lustrous	Night	5	Pleasant Scent	10	Extreme Symmetry	15	Natural Tattoos	20	Very Long Ears
Confirii Coloration				Confirii							
Roll	Hair	Eyes	Complexion	I	Barklike Hair	6	Ritual Scars	II	Dichromatic Eyes	16	Faint Glow
1	Viridian	Xanthous	Nut	2	Feathers	7	Bark Pattern Skin	12	Sparkling	17	Perfumed Sweat
2	Golden	Azure	Straw	3	Faint Stripes	8	Pineneedle Hair	13	Jeweled Nails	18	Very Long Ears
3	Autumn	Sea	Lustrous	4	Cat Eyes	9	Amber Tears	14	No Shadow	19	Thorn Hair
4	Spring	Shadowed	Silver	5	Wiry Mucles	10	Dichromatic Hair	15	Seasonal Variations	20	Faint Smile
Desiduirri Coloration				Desiduirri							
Roll	Hair	Eyes	Complexion	I	Vestigial Wings	6	Spiderweb Pattern	II	Quicksilver Blood	16	Thorns
1	Lavender	Ultramarine	Rainbow	2	Nine Tails	7	Flowering	12	Cat Eyes	17	Jeweled Nails
2	Cyan	Alabaster	Dusk	3	Seaweed Hair	8	Bark Skin	13	Goat Eyes	18	Faint Glow
3	Magenta	Orange	Dawn	4	Fish Tail	9	Fur	14	Scintillating	19	Regal Presence
4	Crimson	Kaleidescope	Shadow	5	Antlers	10	Visible Aura	15	Distinct Stripes	20	Dichromatic

Among some Arboran Elves this story is told:

*When the world began the elves saw it –
we weren't of the World but lived outside
it, next to it, as the shadow lives Near the
one who has cast it – and as the shadow
precedes its caster – we were first, in the
flattened world of words*

*When The
World was made we saw it happen &
watched From our timeless remove.
Among us were those who began to
wonder what the world was & what we
could find within it. So some among us
went to the World to join it. When we
arrived the trees & flowers had begun to
flourish and these were our first friends. In
those days we were all one tribe, living in
the wilds & lost to the
Timeless dreamworld. From out of this
world there came*

*The first of us with a voice to speak – for
before we only listened in the silent world.
She could speak & she could sing & she
was given words to describe what could be
seen in the thornscript. Her voice was a
sudden revelatory Music and those who
heard it followed her where she led.*

*Those who did not hear her stayed in the
forests – they are The Confirii still – who
remained wild & silent. Those who
Followed her were led to the cities of Men
– the first cities these were founded by*

*their gods- the greatest among them –
Who taught them art & mathematics. Of
these precious First sciences Man was the
first adopter, but we Elves were the
greatest practitioners. We stole from
brutish humanity.*

*The secrets of roads & of images & of
building & we built our own cities at the
verge of their world. We stood above &
beyond them – outside, as always – but
admired & beloved. Where the cities of
men rose & fell in strength ours fractured
And divided into strength. Not
competing as the civilizations of men are
forced to do, but specializing, further &
further into Details & obscurity – so that
at last we could give to the World what
man's gods had given to us – perfection. A
city of our Kind grows & prospers for five
hundred years to support only one great elf
among us who is destined & who arrives
to produce that one note of music, that one
angle of the sculpture. Our time is
infinite, and we are willing to give all of it
to perfection. These lives of ours spent in
aid of perfection are enduring &
Rewarding, but there are many still among
us who listen & wish to know of new
things, who wait outside & beyond &
wish to Enter the world. Those, we bid
farewell with love & understanding.*

Physical & Social Geography - Roll d8			
1-3 Metropolitan	4-6 Rural	7 Wilderness	8 Other
1 Elf City	1 Elf settlement in the wilds	1 Icy Taiga	1 Ancient ruined wasteland
2 Elven enclave in a cosmopolitan city	2 Fairy settlement outside a mortal village	2 Antarctic hot spring biome	2 Petrified forest
3 Elven ghetto in a homogeneous city	3 Elf Village	3 Deciduous Woodland	3 Underground cavern
4 Elven family in a cosmopolitan city	4 Elf plantations	4 Tropical Rainforest	4 Secret shadow universe
5 Elven Kingdom	5 Fairy Groves	5 Tropical Marsh	5 Beyond the mirror
6 Elf City in a cosmopolitan empire	6 Elf Orchards	6 Temperate Rainforest	6 Dreamworlds
7 Elf Capital in a cosmopolitan empire	7 Cosmopolitan farm community	7 Savannah	7 Kingdom fallen out of time
8 Elven Nation-State	8 Cosmopolitan forest community	8 Desert	8 Extradimensional fairyland
9 Elf Hierarchy	9 Metropolitan community outskirts (roll on that table & this one)	9 Valley	9 Undersea City
10 Fairy kingdoms with Elf enclaves	10 Near wilderness outskirts (roll on that table & this one)	10 Glacier	10 The clouds
11 Elven enclave in barbarous outland	11 Minor city state	11 Roll twice & add the two results	11 A moon
12 Roll twice- the land is conflicted over by the two results	12 Bucolic farmland	12 Hidden City - roll this table & Metropolitan	12 A far star

Homeland traits for Arboran Elves

Social Organization & Details			
Notable Occupations	Cultural Archetypes	Organization	Cultural Identities
1 Arts & Learning	1 The fabulous queen	1 Byzantine nobility	1 Proud warrior
2 Music & Poetry	2 The stricken king	2 Combative aristocrats	2 Sophisticated artist
3 Horticulture & Viticulture	3 The wicked prince	3 Raucous democracy	3 Aloof scholar
4 Animal Husbandry & Breeding	4 The fated hero	4 Conflicting clans	4 Mad artist
5 Mathematics & Sciences	5 The lost child	5 Hostile tribes	5 Dreaming indolent
6 Magic	6 The grim executioner	6 Competing schools	6 Diffident charmer
7 Meditation & Dreaming	7 The wild huntsman	7 Monolithic academy	7 Slumming aristocrat
8 Divination & Astrology	8 The suffering artist	8 Ritualized hegemony	8 Thwarted youth
9 Genealogy & History	9 The prideful polymath	9 Abstract associations	9 Permanent strangers
10 Balls & Dancing	10 The deceptive sage	10 Social anarchy	10 Incarnate idol
11 Warfare & Tactics	11 The beautiful princess	11 Indistinct identities & roles	11 Unflappable optimist
12 Romance & Love	12 The serene matriarch	12 Failing states & society	12 Faded genius

Distinctions & Signifiers			
Diet	Interests	Behaviors	Attitudes
1-2 Fruitarian	27-28 Sadistic torture	54-55 Extreme kindness	78-79 Overweening pride
3-4 Solar Sustenance	29-30 Family drama	56-57 Child stealing	80-81 Cool hostility
5-6 Oenophilia	31-32 Interracial strife	58-59 Sword making	82-83 Decency
7-8 Cannibal	33-34 Royal intrigues	60-61 Ring making	84-85 Indecency
9-10 Strict Carnivore	35-36 Foreign antiquities	62-63 Toy making	86-87 Beautiful cruelty
11-12 Gregarious Omnivore	37-38 Learning	64-65 Terrible oaths	88-89 Endless delight
13-14 Piscatarian	39-40 Hunting	66-67 Far traveling	90-91 Fading joy
15-16 Elaborate Culinary Tradition	41-42 Insufferable brooding	68-69 Hoarding	92-93 Melancholy
17-18 Indifference to food	43-44 Operatic pageantry	70-71 Gift giving	94-95 Sanguine remembrances
19-20 Sweets & Candy	45-46 Elaborate manners	72-73 Recitations	96-97 Heretical impiousness
21-23 Strict Vegetarian	47-50 Overwrought symbols	74-75 Performances	97-98 Bored contempt
24-26 Mainly Vegetarian	51-53 Domestic life	76-77 Sleeping	99-100 Pleased wonder

Certain Confirii Elves whisper these secrets:

The trees were the first life to dream. Everything else that lived before had never learned to sleep, but the trees always slept & so they dreamed. In the realm of dreams that the trees created they imagined a race of beings that would be their protectors, quick & fleet, able to run & move over the land & never, ever sleeping. The trees dreamed these guardians & their dream was so vivid, so pure that we came into existence as a result.

At first, this was all we were – the dreams of trees given flesh, made mortal. But once we could walk, and live and move in the world without dreaming – but still made of dreams – we came to feel new things, principally, madness. Never sleeping, never aging & living in the world that demanded both, the forebears of our people became lunatics, they multiplied their powers and sought new ways to demonstrate them – as they were never idle, never calm. They created all the races of the faerie then, all of them, elves & goblins, dwarf & brownie & pixie. Once they could imagine no more people to create they began to imagine terrible things, reckless, wicked things.

They grew in malice and indifference. It was then that they were finally challenged.

The rest of nature had created other races, the Orcs & Men who were fierce & deadly & who would kill a forest to find a meal. Who ruled with fire & drove the faerie before them.

This broke our ancient kith into the three bands. First the Arboran – who fell in love with the ways of men & who sought to perfect their urge to build & to have. Second the Desiduirri who were the maddest of all our forebears & only driven more mad by these encroaching hoards. They retreated to the strange, lost places of the world & took for themselves the excesses of our kind. And last was us, the first – who did not lose the first impulse – who stayed among the trees to protect them & among the faerie to rule them. We took what we would from men – their kings & their gods, and we borrowed from the Orcs as well – their animism & their closeness to beasts. And we retained among us some of our ancestral madness, concentrated into our own gods- our kings & queens who we fell to worshipping.

And at last we learned, from our creators, the trees, to dream & to sleep and to avoid recklessness, to enjoy the calm & quiet of the world alongside the raucous music & noise.

Forest Biome							
1-3	Temperate	4-6	Subtropical	7	Tropical	8	Antarctic
1	Oak		Palm	1	Mangrove	1	Oak
2	Maple	2	Citrus	2	Tea	2	Maple
3	Beech	3	Mango	3	Persimmon	3	Elm
4	Elm	4	Lychee	4	Azalea	4	Linden
5	Cedar	5	Fern	5	Baobab	5	Larch
6	Fir	6	Sequoia	6	Kapok	6	Spruce
7	Redwood	7	Olive	7	Mahogany	7	Balsam
8	Camphor	8	Fig	8	Bamboo	8	Birch
9	Yew	9	Sycamore	9	Rattan	9	Willow
10	Pine	10	Hemlock	10	Durian	10	Poplar
11	Roll twice & add	11	Roll twice & add	11	Roll twice & add	11	Roll twice & add
12	Roll thrice & add	12	Roll thrice & add	12	Roll thrice & add	12	Roll thrice & add

Forest Notes & Specifics							
Habitations		Animals		Exotic Elements		Uncanny Denizens	
1	Treehouses	1	Frogs	1	Cobweb jungles	1	Giant spider
2	Tree villages	2	Deer	2	Mushroom groves	2	Wicked witch
3	Wooden houses	3	Squirrels	3	Perfume orchards	3	Somber unicorn
4	Root caves	4	Monkeys	4	Miniature constellations	4	Sleeping giant
5	Log cabins	5	Foxes	5	Crystalline fruit	5	Solemn tree man
6	Beaver lodges	6	Bears	6	Gold leaves	6	Quiet sasquatch
7	Leaf yurts	7	Wolves	7	Singing waters	7	Wise monster bear
8	Shaped branches	8	Tigers	8	Walking trees	8	Blind old king
9	Shaped trunks	9	Apes	9	Eternal spring	9	Laughing skeleton
10	None	10	Hares	10	Endless summer	10	Tormented knight
11	Tree trunk palaces	11	Raccoons	11	Permanent autumn	11	Pixie kingdom
12	Leaf labyrinths	12	Possums	12	Always winter	12	Riddling sphinx

Cultural Identity							
Rulers		Vices & Virtues		Material Culture		Threats	
1-2	Rival brothers	27-28	Wrath	54-55	Musical instruments	78-79	Encroaching cities
3-4	Rival sisters	29-30	Envy	56-57	Bows & arrows	80-81	Dangerous monsters
5-6	Queen vs. King	31-32	Vanity	58-59	Swords	82-83	Adversarial tribes
7-8	Noble family	33-34	Superstition	60-61	Crowns	84-85	Hostile neighbors
9-10	Ancient elites	35-36	Violence	62-63	Rings	86-87	Vengeful gods
11-12	Tree spirits	37-38	Dreaming	64-65	Cloaks	88-89	Restless spirits
13-14	Faerie knighthood	39-40	Gallantry	66-67	Wines	90-91	Natural calamity
15-16	Druid hierarchs	41-42	Manners	68-69	Shoes	92-93	Ennui
17-18	Elementals	43-44	Glory	70-71	Toys	94-95	Magical danger
19-20	Elf ghosts	45-46	Honor	72-73	Bells	96-97	Lost to illusions
21-23	Culture heroes	47-50	Pride	74-75	Perfumes	97-98	Vicious beasts
24-26	Hermit king	51-53	Hubris	76-77	Oils	99-100	Murderous ghosts

Homeland
traits for
Confirii
Elves

A few Desiduirri tell this origin for their kind:

Our cousins, Some of them, they are lost in a dream. They say this was a beginning & that there will be an end. That they came from a place & will go to a place. These are visions, falsehoods. The chimera of the world is a trap to them for they've lost the sense of the eternal. There is no beginning of eternity, no end, no middle, it is not a line. Our existence is always in all times all at once. The others, they forget this. They imagine themselves born or dying forgetting that they have always been being born and always been dying and always living.

Every moment exists in eternity for its own eternity. There is nothing connecting these moments except the dream of consciousness. This dream, our dream, the dream of the world is what we call life. Our cousins have forgotten the dream and think of consciousness as true. It is a poor state they find themselves in – lost in their own peculiar eddies, their own identities.

We remember who we are, that there is nothing to the self that all the selves are one and always. We have been and always are, we are the one with many names and every

face. This is a way of being, this is a kind of living.

The Arboran lost itself into the multitude of caste and of kind, of city & tribe. The Confirii lost itself into the expanse of forest, the expectations of nature. This is their state forgetting eternity forgetting permanence. We consider them and their stories, their million lost dreams broken apart and if their memories were mended, if their multitudes were made again into one they would remember and be as we are.

The others, not our cousins, those who live moment to moment who are in & of time – they have thought of our experience as somehow equivalent to knowledge, as if the millions of moments would cohere into a solid image that we would know as true and recall well enough to tell. Every moment is discrete, is its own, every face we wear is from what is considered the ancient past or the distant future, to us these all at once, all happening all at once.

We've woken in this dream and recalled our oneness, but it does not mean we know our way forward or back, we must play this pageant forward and enact our parts else these moments would not be and we know

Random origins for Desiduirri Elves

Exoteric Milieu							
1-3		4-6		7		8	
1	A dream	1	The green moon	1	A plane of light	1	Coalesced from the aether
2	A shadow of something more	2	The red moon	2	A plane of heat	2	From the far future
3	A wish come true	3	The black moon	3	A plane of earth	3	From a legendary past
4	A vivid hallucination	4	The white moon	4	A plane of order	4	From a parallel world
5	A wonderful fantasy	5	The blue moon	5	A plane of chaos	5	An upside down universe
6	Lovely music from without	6	The sun	6	A plane of cold	6	A breach in reality
7	Reflection of greater glory	7	Another world	7	A plane of shadow	7	A series of magical phrases
8	Tears of an ocean	8	The void	8	A plane of water	8	A hero's dying breath
9	Fears of all made manifest	9	A star	9	A plane of air	9	A villain's wicked curse
10	An horrific nightmare	10	The clouds	10	A plane of stone	10	The cry of an unseen beast
11	A bedtime story	11	The sky	11	A plane of wood	11	The language of animals
12	The stirring of an old god	12	A satellite	12	A plane of flesh	12	A mathematical theorem

Esoteric Idioms							
Necesarry Behaviors		Thoughtless Cruelty		Horried by Banality		Accompanied By	
1	Never accept gifts	1	Poking	1	Hates writing	1	Three musical notes
2	Refuse mortal contact	2	Yanking	2	Abhors right angles	2	A blue cande flame
3	Break certain sticks	3	Stealing	3	Disgusted by circles	3	Seven fireflies
4	Bargain for names	4	Biting	4	Free the prisoners	4	A pet cloud
5	Lie needlessly	5	Sneering	5	Disturbed by dirt	5	Two shades of red
6	Walk in a circle three times	6	Taunting	6	Nauseated by smiling	6	Elusive albatross
7	Refuse all hats	7	Slapping	7	Sickened by animals	7	A series of magical phrases
8	Always wear shoes	8	Stamping	8	Hostile to children	8	A hero's dying breath
9	Dance in the moonlight	9	Kidnapping	9	Hateful of hats	9	A villain's wicked curse
10	Eat live birds	10	Lying	10	Confounded by pebbles	10	The cry of an unseen beast
11	Shuffle cards	11	Demanding	11	Pities politeness	11	The language of animals
12	Refuse to help	12	Cursing	12	Mesmerised by money	12	A mathematical theorem

Exotic Elements							
Feeds Upon		Remembers		Confused By		Enchanted by	
1-2	Souls	27-28	The earth's beginnings	54-55	Doors	78-79	Shoes
3-4	Wishes	29-30	Time's end	56-57	Glass	80-81	Cities
5-6	Ideas	31-32	The first music	58-59	Directions	82-83	Words
7-8	Beliefs	33-34	The last star shining	60-61	Left & Right	84-85	Numbers
9-10	Gods	35-36	The most beautiful face	62-63	Morality	86-87	Fashions
11-12	Music	37-38	The final god	64-65	Mortality	88-89	Jewels
13-14	Sunlight	39-40	Every Wednesday	66-67	Possessions	90-91	Shiny things
15-16	Candlelight	41-42	Most storms	68-69	Money	92-93	Candy
17-18	Beauty	43-44	Ancient shipwrecks	70-71	Laws	94-95	Books
19-20	Colors	45-46	The Eschaton	72-73	Feelings	96-97	Religions
21-23	Blood	47-50	The first laughter	74-75	Faces	97-98	Riddles
24-26	Love	51-53	The final kiss	76-77	Time	99-100	Hunting

Wounds Taken

Wounds Healed

Wounds Taken

Wounds Healed

Wounds Taken

Wounds Healed



