



Magic of Sidhe

You are a human who lost themselves in the land of the fey, known as Bryn Bresail. For you it could have been hundreds or thousands of years, but in Théah barely a week. In that time, you have taken on some of the traits of the fey.

How It Works

For each rank in sorcery you may pick an Anwealdnes of the Sidhe to draw knowledge and power from. As your power comes from millennia lost in the fey you have lost some of your mind, this takes the form of Fyrwit and as you physically grow closer to the Sidhe you may not touch cold iron as it will burn you. *Whenever you touch it you are dealt a number of wounds equal to the number times you have been damaged by cold iron that has yet to be healed, with a minimum of one wound.*

To use major arcana requires a hero point and a will drain you, so you must complete an Ellencreäft. However, for the minor arcana they just require a hero point except for your chosen minor arcana that is free to use. To use any magic in combat requires at least one raise.

Anwealdnes (Fey Skill)

These are the six Anwealdnes of the Sidhe, you may choose one for each rank in sorcery. There is also a minor physical change that occurs after you first cast a major arcana due to you becoming closer to the fey folke. You may only pick an Anwealdnes once.

Transportation

Anwealdnes of Transportation allows you to pull yourself through to the walkways of the fey, a land of mists, broken bridges, and a half time. It is easy to get lost here or worse so you could end up anywhere from Castile to Kuraq Empire or even in the fey realm, Bryn Bresail.

Major Arcana

You enter the walkways to stay until you decide to leave. To move somewhere insight in a scene can be done instantly and easily. However, to travel further takes time though not as much as usual and the longer you are there and moving the more likely you are to get lost and end up somewhere else. You may bring multiple people, though the difficulty increases by one per person.

Minor Arcana

- ❖ *You may hide a handheld object in another realm, and then retrieve it again to your hand at a later time.*
- ❖ *You may augment a bag to hold more than should be possible. This effectively doubles the size of a container, but to only one container at a time. If something is overfilled when you cancel it everything just bursts out harmlessly.*
- ❖ *You may disappear a flow of liquid an arm span wide. For example, stopping a stream or a small hole in a ship.*

The physical change for this Anwealdnes is the growth of horns or great feathers on their head.

Transformation

Anwealdnes of Transformation gives you an affinity with a fey animal, these are similar to the animals of the natural world but often more colourful and intelligent. This beast should be created by you and your GM, but it should be very close to some natural creature.

Major Arcana

You may take the form of your creature for the Scene. Your skills, knowledge, and abilities are all retained in your new form—although they may be limited, such as Weaponry being unusable if you cannot hold weapons. If the animal's form would

Traveling the Walkways

Traveling the walkways depends on how far you wish to travel. It also isn't instant though walking through takes far less time, time runs slower in the walkways, than normal and these walkways are not quite as dangerous as porté walkways. You roll a wits finesse roll, to determine whether you succeed. For any attempt to travel irrespective of roll, the GM can spend a danger point to have you run into the creatures that inhabit here.

Each distance has a difficulty to travel if your success match, you will succeed in navigating the fey walkways however you will encounter some of the hostile creatures here, if you beat the difficulty by one or more, you succeed in navigating without encountering a creature.

Within City/Near region	:	3
Within Country	:	5
Within Continent	:	7
Within World	:	10

Failing will most likely cause you to encounter the hostile creatures here, but will also cause you to reappear in a random location within the difficulty you failed by. Eg, when traveling within the continent if you miss 7 success by 3 or less you will arrive with in the near region but if you fail by more you could be anywhere in the country, but if you fail by more than 5 you could be anywhere in the continent.

Traveling to other worlds

This is possible but whether it's possible is up completely up to the GM, it could depend on where you are from and how easy these worlds are to access.

be particularly advantageous (such as trying to avoid notice while you are in the form of a mouse), you gain 2 Bonus Dice.

Minor Arcana

- ❖ *You can augment your eyes with your creatures giving you night vision.*
- ❖ *You may augment your hands with some kind of claws, which can be used as a weapon.*
- ❖ *You may where your creature's face like a mask making yourself unrecognisable but very strange looking.*

The physical change for this Anwealdnes is a part of the creature you chose, be that ears of a deer or the teeth of a cat.

Illumination

Anwealdnes of Illumination allows you to shift light in brilliant patterns, to show things that are not real or to create sounds that fool mind. This is most likely the most obvious Anwealdnes.

Major Arcana

You can create the image or sounds of an object that does not exist. It may be no greater than a person and will only last a scene. While convincing it isn't perfect and if a character wants to check it, there would be a contested convince vs notice roll by the caster and character respectively. It is also incorporeal which could lead to discovery.

Minor Arcana

- ❖ *You can cause a small object to glow with a light equivalent to a torch, though it is waterproof and can be of any colour.*
- ❖ *You may cause a small apparition appear no larger than a cat, it can be anything, but it's unreal nature will be obvious, maybe it glows or is translucent or both.*
- ❖ *You may darken a small light source such as a torch or lantern. This will last the scene, note the heat is not gone.*

The physical change for this Anwealdnes is strange marking on your skin like a tattoo that glow if you interact with strong magic.

Illusion

Anwealdnes of Illusion is the art of obscuring objects and obfuscating the truth. In the right light or setting, it could allow you to move unseen, enter where unwanted and strike from mists.

Major Arcana

You may hide yourself for a scene. This cloaks you in shadows, vines, or mist to obscure, you are not invisible but are doubly hard to notice and see. You may move while cloaked but this will make it easier for you to see. You gain 2 Bonus Dice to any hide roll during this scene or may spend a raise to exit the scene.

Minor Arcana

- ❖ *You may hide a handheld object from sight this can be something on your person or a stationary object.*
- ❖ *You may change a document by merely touching it. This requires the same amount of skill in forgery but maybe done instantly.*
- ❖ *You may cause unnatural mists to appear in a scene.*

The physical change for this Anwealdnes is very wild hair that doesn't quite move naturally.

Mesmer

Anwealdnes of Mesmer is maybe the most feared of the Goodly Folkes gifts. It allows your gaze to enrapture mortals to dance or fill them with a terrible dread. This gives you great power of their minds and actions while they are entranced.

Major Arcana

You may entrance a character for a scene, while entranced you may give suggestions that hold greater sway. Any suggestion given will carry on after the trance has ended but the characters memory of the scene will be hazy. You gain 2 bonus dice to persuasion and deception roles against a target for a scene as logic fails them.



Minor Arcana

- ❖ *You can hold the gaze of a character, this will effectively immobilize both of you.*
- ❖ *You may learn some recent fact about someone by seeing their eyes, this could be the last name they were called, their last great fear or what just made them happy.*
- ❖ *You can manipulate the passion of one you can see, heightening their emotions or calming them.*

The physical change for this Anwealdnes is strange ethereal eyes, that look inhuman.

Memory

Anwealdnes of Memory is a kinder sort of magic at least from a fey perspective. It allows the fey to slip in and out the mortal realm without even stirring memory and to shift events without a mesmer but a more subtle change in a memory.

Major Arcana

You may extract a mote of information from a character, this would be some memory from a perspective of an event or just a fact. This hidden knowledge can then be kept or returned, allowing you to cause the target to forget said event. No matter your choice you retain the knowledge.

Minor Arcana

- ❖ *You learn the location of an object that you know of.*
- ❖ *You may remove yourself from a scene in the mind of a person.*
- ❖ *You may temporarily restore someone's memory of an event for a scene.*

The physical change for this Anwealdnes is the pointed elfish ears of the fey.

Fyrwit (Fey Madness)

A Fyrwit is a kind of madness from the Sidhe, your first will always be the inability to outright lie though after it will be some other madness. You may choose anything, but it is recommended it be something to do with social interaction, memory, or fear.

Here are some examples of Fyrwit:

- ❖ You forget all names that are not someone's True Name.
- ❖ You have a quiet fear of the ocean.
- ❖ You can never leave a conversation midway through.
- ❖ You will dance to any good music.
- ❖ You will try and finish any drink set in front of you.

Ellencræft (Fey Cost)

Your power comes from the fey and disconnected from there will cause you to wither and fade, this is exacerbated by the use of major arcana. To remedy this, you must complete a ritual called the Ellencræft. This is either, by travelling to the land of the fey for a time or by having a Sidhe patron who will send you the delicate fruit of the Bryn Bresail to restore you. This fruit is strange to mortal eyes and cannot be touched by those not connected to the fey while in the natural world.

To acquire goodly fruit, you must communicate with your patron, this is done at night alone in a place of nature. Your patron will ask favours of you and while they are not necessarily evil, these tasks will rarely be easy or have an obvious purpose. Mechanically this is similar to the Sanderis but less powerful and more like a currency. Each task is a bargain, you may ask for any number of fruits though the more will require a greater labour and each fruit will restore you after a major arcana. Note you start strong with the magic of Sidhe.