

# Xoralfona

Xoralfona is a singer, a songwriter, a wordsmith, a master of her voice and her many flutes. She doesn't have a useless "tower" or any other sort of fixed residence. Her home is where her hat is. She travels with friends and guests, a party of around 40 people, musicians, acrobats, magic users, thieves, young elves, adventurous halflings – it's a travelling circus, with horses and ox cars, animal handlers, and many magic traps.



## *The Book of Songs*

**Lies (1)** is a simple spell allowing you to tell any lie to a single person you have eye contact with. Others do not fall for this lie and can try to dissuade the victim from acting upon their belief but this doesn't change the fact that they continue believing the lie. Every morning, the victim must save vs. spells or continue believing the lie for another day. No save when being told the lie in the first place!

**Empathy (1)** allows you to know how one other person feels as soon as they look into your eyes. This lasts for 20min. They feel as if you were gazing into their soul, which in a way you are.

**Calm (1)** prevents 2d8 creatures you can see from attacking anybody for the next twenty minutes unless they are defending themselves. Even when attacked, the hold of the spell is not broken. As soon as the attackers put their weapons away, victims of this spell stop fighting at the end of the round. Victims are only granted a saving throw vs. spells if they are the same level as you or higher.

**Mind reading (2)** allows you to read one other person's mind as soon as they look into your eyes. This lasts for 20min. Lies are impossible. A victim may save vs. spells to realize what is going on and to hide their thoughts. Nobody can hide the fact that they are hiding their thoughts from you, however.

**Entrapment (2)** creates a 10ft diameter trapped zone which wakes and alerts anybody nearby with a loud whistle if anybody steps into it. Victims must save vs. spells in order to move out of the zone. Flying over the entrapment avoids the trap. The entrapment lasts for 24h but the caster may end the spell at any time.

**Mind blast (2)** turns a silent "boo!" into an overwhelming panic attack. 1d4 victims must save vs. spells or be knocked out for 10min. Those who make the save are still stunned for a round.

**Speak (3)** allows you to speak to any intelligent creature and understand what it is saying. For the purposes of this spell, anything with a name is assumed to be intelligent enough to speak.

**Exhaustion (3)** turn a whisper of yours into an enormous burden for anybody intelligent that hears you speak. Without needing to understand a word, people within 60ft drop to their knees, close their eyes, drop their weapons, pray for deliverance or start crying. Every round, victims must save vs. spells in order to recover their wits. While in this state of utter exhaustion, victims defend themselves but don't attack. If you are not brazen about it, you

may pass amidst the victims without alerting them to your presence. Your allies had better cover their ears as you start whispering these words of despair.

**Song of speed** (3) enables a target to move twice as far, attack twice as often, cast twice as many spells per round, for 10min, as long as you keep singing softly to yourself. When singing, you can't cast any other spells yourself.

**Commune** (4) gives you the voice of an angel with which to call on any divine powers, no matter how desperate your situation. Divine help might include your evacuation to the realm of the power you called upon, the arrival of a divine agent like a valkyrie.

**Misdirection** (4) creates a magical maze protecting an area 100ft in diameter from discovery. This area is big enough for a nice camp site or a small house. Anybody entering the area from the outside without help from somebody inside must save vs. spells or pass through the area without discovering the protected area. They simply see whatever they expect to see around here: more trees, dark alleys, corridors and rooms, whatever is appropriate and soon forgotten.

**Vanishing** (4) creates a link between you and your current location. With a simple thought you may instantly teleport yourself and anything you are carrying back to this location. This link remains until triggered or until replaced by another such link. It doesn't matter where you are in the nine realms: this link brings you back. For the purposes of this spell, assume that you can carry another person, maybe two if they are as small as a child, like halflings or dwarves.

**World walk** (5) gives the music you play a special power: as you walk and play, you can move yourself and anybody visible whom you want to take along to a similar situation elsewhere. Surely somewhere in the nine realms a similar situation is unfolding: describe a simple change to the environment using your music, weaken the barriers between the worlds and start walking. Thus, if you're surprised by an enemy army as you're crossing a river, you could be transported to Vanaheim, into a different ambush but on dry ground, or still standing in a river but no longer under attack.

**Unbound** (5) frees you from the world's shackles. No barrier can hold you, nothing can touch you; you can move through your current realm by a thought alone. This means that you still need to know the way in order to get to your destination, but if you don't care about the destination, you are truly free. Not even gravity can touch you. Sadly, the passage of time remains unaffected.