

Dark Ages Character Record

Name	Loc-Larin	Race	Gray Elf	Sex	Male	Age	216
Class	Warrior/Wizard/Priest	Origin	Daig Duirn	Hair	Amber	Height	5' 10"
Level	5/4/4	Skin	Fair	Eyes	Green	Weight	175 lbs



Strength	17		Intelligence	18	
Muscle	18	+4/+20%	Knowledge	21	+22PP; +5/+30%
Stamina	16	+3/+15%	Reason	17	+3/+20%
Dexterity	18		Wisdom	16	
Aim	18	+4/+20%	Intuition	18	+4/+20%
Balance	18	+4/+20%	Willpower	14	+2/+10%
Constitution	15		Charisma	10	
Fitness	17	+3/+20%	Appearance	10	n/a
Health	13	+1/+10%	Leadership	10	n/a
Perception	11	+5%	Luck	10	n/a

Hit Points **51** | **Damage** d12 War min8/d8 Wiz min4/d8 Pri min5 (min - max = 44 to 55)

Normal AC **28** | **Flatfooted AC** **16** | **AC Factors**

Armor/AC Notes +4 DEF Improved DEF; +2 DEF Defense Bonus | **HP** 1 | **AP** 8

Character Portrait

Saving Throws | **Reflex** **+8** | +1 Elven Agility | **Fortitude** **+6**

Willpower **+4** | +1 vs Mind Control | Save Notes 30% immune to Charm

Combat Summary

Combat Move 10 hexes | **Non-Combat Move** 9 mph/jog | **Full Day Move** 20 miles/day

Special Movement/Notes

Weapon/HTH Form	WS	Att/Rnd	Base Damage	Bonuses	Range/Modifiers/Special/Notes
Elven Long Sword	M	2/1	d8	+15/+11	add +1 to hit/+3 damage vs Undead; 1 free parry
Horse Bow	R	2/1	d6	+10/+2	R - 30/60/90

Base Attack Bonus = +5 (DM Auto Calc)

Proficiencies	%	Use	Proficiencies	%	Use	Proficiencies	%	Use
Observation	41		Modern Lang: Sindarin	65		Etiquette: Elven ®	44	
Detect Noise	28		Modern Lang: Common	64		Politics: Forest of Rynd ®	60	
Detect Illusion ®	33		Ancient Lang: Eldarin	63				
			Ancient Lang: Drakh'Nhazi ®	38				
Danger Sense	57		Literacy: Sindarin	61				
			Literacy: Common ®	58				
Direction Sense ®	67		Literacy: Eldarin	60		Tracking: General	48	
Navigation ®	61		Linguistics: General	64		Move Silently	42	
						Hiding ®	53	
			Research: General	62		Camouflage: Natural ®	58	
Healing: General ®	50							
First Aid: General ®	51		Lore: Alt Magics: Protection	15		Combat Spellcasting	48	
			Lore: Ancient Runes: Elven ®	43		Identify Weakness ®	59	
			Lore: Faerie: General ®	59		Close Quarters Fighting: Sword ®	58	
Fire Building/Control ®	56		Lore: Demons: General ®	62				
			Lore: Legends/Folklore: Fey ®	63		Tactics: Small Group ®	63	
			Lore: Monsters: General ®	70		Fast Draw: Elven Long Sword	51	
Artistic Ability: Calligraphy: Rune/Sigil	63		Lore: Planar: General	61				
			Lore: Undead: General	67				
Rope Use/Nets: General ®	65		Lore: Wards/Sigils: Elven Protection	58				
			Lore: Divination ®	56		Familiarity: Broad Group: Swords		
			Lore: Foci: Protection Related ®	47		Prof: Tight Group: Medium Sword		
			Lore: Circles: General ®	56		WOC: Elven Long Sword		
Riding: Land Based: Horse	63		Spellcraft	47		Wpn Focus: Median: Long Sword		
			Meditation: Mana/Theurgy Focus ®	48		Dmg Focus: Median: Long Sword		
Climbing: Natural ®	62		Meditation: Elven Trance	36		Prof: Horse Bow		
			Religion: Coeraellaen the Lost God ®	71		Spec: Elven Chain		
			Ancient History: Silaetir	60		Improved Defense: Median		
			Local History: Forest of Rynd	65		SOC: Single Weapon Style		
Weather Sense ®	51		OK: Protectors	64		Spec: Mounted Weapon Style		
			AK: Forest of Rynd	69				
Swimming	54		AK: Fey Kingdoms	67		Unused Pts	6PP 1WP 6IP	

Full Name	Laecheilaerein	Guild/Order/Sect	the Feywatch/Wall of the Universe High Protection Magic	
Aliases/Nicknames	Loc-Larin	Clan/Racial Specifics	Gray Elf	
Liege/Patron/Deity	Coeraeillaen Laereitheiaan	Birthdate	14th of Barebranch	
Experience Points	Warrior 8,500 xp (Next - 12000)	Wizard	7,269 xp (Next - 11000)	Priest 7,269 xp (Next - 11000)
Physical Description		Personality/Demeanor		
Relatively average, especially among high elves, he has a bit of a more human look to him but with fair skin and shimmering amber colored hair. His green eyes seem both piercing and yet natural and soft. Unlike most gray elves, Loc-Larin has a visage which is inclined to make him more approachable rather than the usual highly standoffish look. Generally dressed in a fashion that makes him look like an elven ranger, he carries himself as someone that is capable in a fight, yet with an affinity for magic		Unusually friendly and outgoing with more a Sylvan elf outlook toward things than that of the usually aloof Gray elf. He follows the precepts of a lost elven god Coeraeillaen, the true father of the elves. A god lost to time and unknown to virtually all elves. His belief is that all elves are part of a unique whole. Each thing perfect in their own way, all are equals and there are no lessers. While far more approachable than your average high elf, Loc-Larin is still a bit "odd" to the non-elf, with a bit of a "Spock-like" demeanor		
Brief Personal History				
Born in the Forest of Rynd not far from the glade of the Millennium tree, Loc-Larin began his life training in martial skills and learning the ways of protection magic. Initially following the path of becoming a Bladesinger, Loc-Larin's first 160 years of life had no inkling of faith in a higher power. He followed the path of an undead slayer and studying protection magics that would help him be successful. Then it all changed when the gate event happened. Through the outer dimensions a voice called to him, one that was unknown, but at the same time very familiar, a voice calling itself the one true god of the Oelvei. Correlon had returned from the Void in an instant and his consciousness sought out Loc-Larin as his first priest. Sometimes speaking to him in the male persona and sometimes in the female voice Correlon encouraged him to leave. Loc-Larin packed that which he could easily carry and left, wandering the lands of the Far West until he fought off a surge of vampires in Rothan and was introduced to the Dragon King who connected him with Kor-el a priest of another god, the Starfather who believed Loc-Larin's story and committed to helping him restore Correlon to relevance on the Prime				
Family/Relatives		Friends/Allies		Enemies/Rivals
		Kor'El - water mage & circle master Kenn'Lorek - barbarian priest		Kashtarhak, the Voice of Chaos - rakshasa
Race/Class Special Abilities & Powers		Miscellaneous Notes		Armor/Defensive Summary
<i>Gray Elf Racial Abilities</i>	Theurgy	16		Base Armor Type Elven Chain Mail
Increased Mana/Theurgy (+1 m/t per lv)	After 1hr settling regain 2 theurgy/hr			Piece/Modifier
Sword Bonus (+1 to hit w/swords)				Piece/Modifier
Inherent Immunity: Cold	Mana	Abjuration Pool	10	Piece/Modifier
Keen Hearing (+1/+5%; DM)	General Pool		14	Piece/Modifier
Nightvision	After 1hr settling regain 3 mana/hr			Defensive Modifiers/Notes
Less Sleep (need only 4 hours for full rest)				Cloak of Displacement - 1st attack usually will miss
Minor Resist: Charm				
<i>Warrior Abilities</i>	+1 Warrior Slot			
Increased Hit Die (d12 instead of d10)				
Weapon Prowess (+1 to hit w/any weapon)				Equipment/Magic Items
Rage (+2 to hit/dam +charm/fear immunity)				Pendant of the Dawn - +3 to turning undead
Defense Bonus (+2 DEF/AC)				Elven Holy Blade +1 - +2 vs undead
Dodge: Lesser (1 free dodge/melee)				Ring of Warding - empowered alarm at will
				Cloak of Displacement
				Necklace of Non-Detection
<i>Rogue Abilities</i>				Everfull Potion of Enlarge: Major
Evasion (Ref sv for no damage; DM)	<i>Feywatch Powers</i>			Scroll: Touch of Idiocy
	Inspired Resistance 1/day			
<i>Wizard Abilities</i>	Correlon's Wrath 3/day			
Increased Hit Die (d8 instead of d4)				
One Handed Spell Casting				
Arcane Armor Training (DM exception)				
	+4 cp Priest			
<i>Priest Abilities</i>				
Exalted Turning (add 2d6 damage)	Monthly Upkeep = 0 SC (food/drink/ent)			
Smite Evil 2/day	Money/Valuables			
<i>Paeiraainaas Maïen Silaetír Powers</i>				
Resist Element 1/day				
Mass Absorb Element 3/day	Monthly Income - 0 Silver (0)			

Loc-Larin Items



Pendant of the Dawn: for ANY priest of any non-evil aligned deity, the pendant provides +3 levels to the power of turning as well as boosting duration and AOE of all protection spells against undead by +3 to the related factor (i.e. – 1 round/level gains +3 rounds). The power is held within the dawnstone that is held in a pewter pendant and chain

Elven Holy Blade +1 – an Elven longsword (+1/+3/-1), perfectly balanced and capable of striking supernatural creatures not normally able to be harmed by weapons. Empowered with the light of Coeraeillaen Laereitheiaan causing it to function as a +2 weapon versus undead (+2/+6/-1)



Ring of Warding – a gold ring with a large cabochon cut ruby of a purplish hue circled with small diamonds. The ring may be affixed with to any object and encompass any area of the wearer's choosing within a maximum of a 50 yard diameter alarm type spell. The alarm may be configured to silently alert up to 10 identified beings or alternately ring at a volume chosen up to a maximum of a very loud ringing. The trigger for the alarm may also be set for the size of creature, a specific creature or any motion, including those of an extra-dimensional nature (DM)

Cloak of Displacement – a green, elvish looking hooded cloak with a gold leather collar. When the hood is raised the wearer's location is displaced by 5 to 10 feet in a random direction causing the first attack on the wearer to miss unless facing an enemy with the ability to see into alternate spectrums (DM). When dealing with opponents who are not reasonably skilled (generally warriors of at least 3rd level, rogues/battle priests of at least 5th level and most creatures not at least 5HD) all attacks have a 20% miss chance (DM)



Necklace of Non-Detection: a simple chain necklace that can be hidden away on one's person that protects the wearer as a permanent Non-Detection spell – Cloaks the target from detection by scrying and other divination means. If a divination attempt is made, the caster of the Non-Detection spell must save and if successful, the divination attempt fails

Everfull Potion of Enlarge: Major: a glass potion bottle etched with estron runes throughout the entire surface with a silver colored metal stopper, also engraved with runes. The bottle is virtually indestructible and is five inches tall, 2 inches in diameter. The potion refills itself on a weekly basis (DM)

Enlarge: Major

Range	Drinker	Duration	20 hours
Casting Time	1 melee	AOE	1 creature
Save	Negates (Fort)	School	Transmutation (Alteration)

Causes the drinker to quadruple in size (4x height; 8x weight). Creatures affected move at +4 hexes in combat, have their weapons cause two higher die of damage (i.e. – d6 becomes d10) and have an additional two hex reach. Unwilling creatures gain a saving throw. Items that are considered "in tune" with the drinker will grow with them (i.e. – armor worn regularly, weapons always on person, etc.) but any item simply picked up or held for shorter periods of time will be unaffected and remain their normal size (DM)

Arcane Scroll – Touch of Idiocy: a scroll with a single casting of Touch of Idiocy. This scroll can be read and learned by a wizard with sufficient enchantment/charm skills and knowledge OR cast by any being capable of reading Estron (literacy). Note – Kenn cannot actually cast this spell, scroll now given to Loc-Larin

Touch of Idiocy: Lesser

Range	5 feet/level (60 feet)	Duration	12 rounds (1 hour)
Casting Time	3	AOE	1 creature
Save	Negates (Will – DC 14)	School	Enchantment (Charm)

Causes the target creature's Intelligence (and INT sub-stats) to be reduced to effectively 3-5 reducing them to a level of a complete idiot/simpleton for the duration. During this time spellcasters may not cast spells, creatures/beings cannot trigger spell-like abilities and only physical and instinctively triggered skills of certain types may be used. All other behaviors dictated by the DM based on input

Loc-Larin Wizard Info

Silaetír (Elven Magic)

Since the earliest days of Al'Akwannon elves have enjoyed an affinity with the ebb and flow of mana, their bodies naturally attuned to being magical batteries and conductors. As such, it is no wonder that most aspects of elven magic are considered to be deeply spiritual and completely natural. Mana and magic are called Silaetír in the Eldarin tongue and translated to common, it roughly means "the power of nature." Since early times, many offshoots of elven natural magic have developed, each with various roots and often passed down from a single mentor to one or a handful of students in a non-structured, free form way. As such, there really are no formal guilds, but rather various lineages of power, each of which is passed down through blood and identified and shepherded by these individual masters

Weapon and Armor Restrictions: Generally, one handed swords only and predominately lightweight, flexible and primarily ornamental armors (DM)

Ethos: Being generally xenophobes, the Elves keep the secrets of their magic well guarded. Powers generally revolve around nature and a near worship style of magic practice

Echelon of Power: There is no true echelon of power, masters of each Silaetír line handle their own affairs, but many swear fealty to the Empress regardless of their location globally and thus are somewhat at sway from her and her advisors

Locations: There are no true guilds, however magic practitioners are prolific within the borders of Lothlorien, the Forest of Rynd and everywhere elven society flourishes

Clothing: There are no official restrictions

Guild Member Restrictions: Non-elvish practitioners are extremely rare

Paeiraainaas Maien Silaetír (Wall of the Universe High Protection Magic)

Wall of the Universe protection magic, as all Silaetír arts, is taught by individual masters who have had the knowledge passed down to them from previous masters. Each master chooses his protoge or protoges and teaches them his interpretation of the art of summoning. This Protection Magic has been long lost and it has been unknown until now that there were any known users of this ancient high elven magic. This protection magic is designed to pull from nature and the existing universe to manifest protective strengths and energies to aid the wizard.

Admittance to the School: To gain entrance to the line, a prospective student must be hand selected by an existing master. The prospect must show considerable empathy and reason

Ability Requirements: Must meet all admittance requirements and must additionally have a minimum Will of 14 and minimum Reason of 14

Oppositional Spheres: Transmutation and Summoning

School Hierarchy: Neonate (Level 0-1), Disciple (Level 1-2), Lesser Ward (Level 3-4), Greater Ward (Level 5-6), Lesser Feywatch (Level 7-11), Greater Feywatch (Level 12-13), Master Watcher (14+)

Loc-Larin Wizard Spells

1st Level (15 of 15 maximum)

Alarm

Range	5 yards/level	Duration	2 hours/level
Casting Time	1 round	AOE	5 foot/level radius
Save	None	School	Abjuration

Wards an area to set off a loud ringing alarm (can be heard in 60 ft radius and lasts one round) when any creature of more than 3 lbs or one half cubic foot in mass enters it. It affects flying, levitating, gaseous, invisible and non-corporeal creatures but not astral, ethereal or similarly projected beings

Armor

Range	Touch	Duration	Special
Casting Time	1 round	AOE	Caster
Save	None	School	Abjuration

Protects the caster with a mystical field of force (DEF +4) and is cumulative with other AC/DEF bonuses (but cannot improve base DEF better than 14) The armor is weightless and lasts until it has taken 8 +1 point/level in damage (does not absorb this damage)

Burning Hands

Range	0	Duration	Instant
Casting Time	1	AOE	5 foot long 120° arc
Save	Half Damage (Reflex)	School	Evocation/Fire

Allows the mage to fire a searing fan of flame which burns those within the area of effect causing 1d6 +1 point/level of damage (maximum +15 HP) to all in the AOE

Deactivate

Range	5 feet/level	Duration	2 turn/level
Casting Time	1 round	AOE	One magical aspect
Save	Special	School	Abjuration

Allows the guardian to temporarily deactivate a single magical property of a rune, ward, circle, magic item or innate ability. The deactivation attempt is made as a Reason roll with a +5 bonus vs the level of the caster plus the spell level (DM)

Disrupt Undead: Lesser

Range	10 yards/level	Duration	Instant
Casting Time	1	AOE	One undead creature
Save	None	School	Necromancy/Evocation

Attempts to unbind the magic used to create undead creatures and causes 2d6 +1 point of damage/level to lesser undead

Floating Disc

Range	10 feet/level	Duration	2 turns/level
Casting Time	1	AOE	Special
Save	None	School	Abjuration/Evocation

Summons a slightly concave disc of force, three feet in diameter which floats approximately three feet off the ground at all times. It can support up to 100 lbs/level and moves at a max rate of 10 mph or 1 hex/6 segs. It must remain within the specified range of the caster or it winks out of existence

Gaze Reflection

Range	0	Duration	1 turn/level
Casting Time	1	AOE	Special
Saving Throw	None	School	Abjuration

Creates a shimmering, mirror-like plane in front of the caster which moves with her. Any gaze attack (vampires, basilisk, etc.) is reflected back when eye contact with the caster is attempted. Does not affect vision or lighting

Hold Portal

Range	10 yards/level	Duration	1 round/level
Casting Time	1	AOE	4 ft square/level
Save	None	School	Abjuration/Enchantment

Magically bars a door, gate or similar valve as if it were securely closed and locked. It can be battered down with sheer strength a Knock spell or Dispel Magic. Also, extra planar creatures of 4 HD or more and wizards 4 or more levels higher than the caster may shatter it at will. The casting of the spell requires a verbal command only

Mount

Range	0	Duration	1 hour/level
Casting Time	1 turn	AOE	1 mount
Save	None	School	Summoning

Summons a mount for use by the caster as follows: 1st-3rd (light horse or mule, with gear at 4th), 4th-7th (draft or war horse, with gear at 8th), 8th-12th (camel, with gear at 13th), 13th-14th (elephant, with howdah at 18th), 15th level and up (winged horse, with gear at 18th)

Nature's Courage

Range	Touch	Duration	2 rounds/level
Casting Time	1 round	AOE	One touched creature/level
Save	None	School	Abjuration

Allows the guardian to draw upon the power of the universe around to provide a +1 DEF bonus and either a +1 to all saving throws, a +3 to a general type of save (fort, reflex, will) or a +5 bonus vs a specific save (poison, mind control, vampiric gaze, etc.)

Numb Undead

Range	10 yards/level	Duration	1 round/level
Casting Time	1	AOE	One undead target/level
Save	Special	School	Abjuration

Allows the guardian to make the affected undead to be lulled into lack of awareness to things around them. If the undead are already engaged in battle, this spell automatically fails, but if cast prior to their being engaged, the undead will be completely unaware of things happening right next to it (i.e. – three zombies are milling about and are numbed, while they are each only steps from each other, none notices the other being destroyed one by one). Lesser undead do not gain any save, while median and greater undead save normally vs Fort

Protection from Evil

Range	Touch	Duration	1 turn/level
Casting Time	1	AOE	Creature touched
Save	None	School	Abjuration

Summons a mystical barrier which prevents bodily contact by creatures of supernatural evil (hand to hand attacks simply fail, causing the creature to recoil.) In addition, all other attacks are -2 and the protected creature's saves are at +2. Also, the protected individual cannot be possessed or in any other way mentally affected by the above creatures. The barrier disappears if the protected individual attempts to attack the evil creature or force the barrier into it

Shield

Range	0	Duration	1 round
Casting Time	1	AOE	Frontal attacks
Save	None	School	Abjuration

Summons an invisible barrier in front of the caster which negates magic missiles. In addition, it provides DEF 18 vs hand hurled missiles, DEF 17 against small propelled missiles and DEF 16 against all other attacks. Finally, it adds +1 to all saving throws vs frontal attacks

Soul Armor: Lesser

Range	Touch	Duration	1 turn/level
Casting Time	1	AOE	Creature touched
Save	None	School	Necromancy/Abjuration

Protects the affected creature from life force affecting powers and magics affording the creature with a +2 bonus to saves

Taunt

Range	10 yards/level	Duration	1 melee/level
Casting Time	1	AOE	One creature
Save	Negates (Will)	School	Enchantment (Charm)

Allows the caster to taunt intelligent creatures within the AOE into rushing forth in battle raging fury. The caster need not speak the language of the enemy but the presence of any visible barrier between the caster and victims negates the spell. Otherwise, the affected creatures rush forth and attack the caster in hand to hand (rather than missile weapons or spells)

2nd Level (11 of 15; 2 new)

Baneful Deflector

Range	Touch	Duration	2 melees/level
Casting Time	2	AOE	Creature touched
Save	None	School	Abjuration

Surrounds the recipient with a shimmering 1ft radius hemisphere of force which follows the creature's movements. The shell shields the recipient against all individually targeted missile attacks (including minor sphere magic.) When attacked, the shield randomly deflects the missile attack at a target within a 15ft radius (can be the protected individual, or another target)

Death Recall

Range	Touch	Duration	Special
Casting Time	1 round	AOE	One Corpse or Undead
Save	Negates (Will)	School	Divination/Necromancy

Allows the caster to view the last moments of a corpse or undead creature's last moments of life as an event. The spell lasts as long as the death event takes in real time. Unwilling intelligent undead receive a saving throw to resist the effect of the spell

Enhance Armor: Lesser

Range	Touch	Duration	1 hour/level
Casting Time	2	AOE	One suit of armor
Save	None	School	Abjuration

Allows the guardian to empower his own or an allies' armor providing it with a defense dweomer that will occasionally turn blades, deflect missiles, etc. This provides an additional DEF bonus of +2 for the duration

Improved Parry: Lesser

Range	0	Duration	1 melee/level
Casting Time	2	AOE	Self
Save	None	School	Abjuration

Allows the guardian to improve his parry abilities for the duration, gaining a +2 on top of all other bonuses to parry, gaining 1 additional free parry per melee and allowing any attacks spent on parries to count for 3 parries (instead of 2)

Locate Undead

Range	1 mile/level	Duration	1 turn/level
Casting Time	2	AOE	Special
Save	None	School	Divination/Necromancy

Detects the nearest undead creatures in range or the nearest corpses in range for the duration. Optionally, the caster may specify a known undead creature and seek it directly ignoring other undead and corpses in range

Lock

Range	Touch	Duration	Permanent
Casting Time	1	AOE	10 foot/level square area
Save	None	School	Transmutation (Alteration)

Mystically fuses shut any openable apparatus within the casters limitations (welds metal, melts glass, fuses stone, etc.) The spell can affect 2 objects or apparatus plus 1 additional/2 levels. Doors and similar portals affected can never be used normally again...of course they can be broken down

Nature's Repulsion: Lesser

Range	0	Duration	1 hour/level
Casting Time	2	AOE	10 yards/level radius
Save	Special	School	Abjuration

Allows the guardian to surround themselves with a forceful aura of elven naturalness. This area automatically pushes away non-natural things in the vicinity (lesser undead, minor constructs, corrupted elements, etc; DM). Things more powerful than the AOE gain a Fort (or equivalent) saving throw to resist or are neutralized while in the AOE. Unnatural creatures will avoid the AOE unless driven by more powerful external forces (I.e. - wild vampires under control of a master vampire, etc.; DM)

Obscure Object

Range	15 yards/level	Duration	1 hour/level
Casting Time	2	AOE	One object
Save	None	School	Divination/Enchantment

Protects the affected object from all forms of location spells, scrying and other divination for the duration

Protection from Cantrips

Range	Touch	Duration	4 hours/level
Casting Time	1 round	AOE	Object/Creature touched
Save	Items only	School	Abjuration

Confers total immunity versus Cantrips to the target object or person for the duration. In addition, any use of such minor magics against the protected item or person results in a loud popping sound, revealing their use

Protection from Paralysis

Range	Touch	Duration	1 turn/level
Casting Time	2	AOE	Creature touched
Save	None	School	Abjuration

Protects the recipient from the effects of magical paralysis (hold, slow, etc.) and paralyzing attacks of creatures. If cast after a victim is paralyzed, the spell functions as an instantaneous dispel (no duration)

Stone Skin: Lesser

Range	Touch	Duration	2 melees/level
Casting Time	2	AOE	Creature touched
Save	None	School	Abjuration/Transmutation/Earth

Hardens the skin of an ally affording them a +4 DEF that stacks with most other armoring spells (DM)

Loc-Larin Wizard Powers

2nd Level Powers

Resist Element 1/day

Range	0	Duration	1 turn/level
Casting Time	1	AOE	Self
Save	None	School	Abjuration

Provides the elf with resistance to natural elements for the duration, avoiding all damage and most debilitating effects. This can allow the elf to walk into a burning building and not be burnt nor overcome with smoke, be drenched in freezing water in sub-zero temperatures without getting hypothermic, etc. The elements resisted must be natural, not magical nor supernatural in origin (DM)

4th Level Powers

Mass Absorb Element: Lesser 3/day

Range	0	Duration	1 round/level
Casting Time	1	AOE	10 foot/level radius
Save	None	School	Abjuration

Allows the elf to align himself with a specific element and absorb 10hp/level worth of that type of damage against himself or any allied creature in the AOE

Loc-Larin Priest Info

Lost God

House: None

God: Coeraeillaen Laereitheiaan, Corellon Feydawn

the Feywatch (Primary Order)

Ability Score Requirements: WIS 12, int 14, DEX 14, rea 14

Race/Gender Restrictions: Any Surface Elf Race, any gender

Class Restrictions/Combinations: None

Armor/Weapon Restrictions: Light/fast elven weapons, bows and light elven armor only

Domains: All, *Featured* – Chaos, Creation, Protection; *Additional domains* – Air, Animal, Arcane, Dimensional, Good, Healing, Knowledge, Plant, Sun, Time

Spells: (list spell choices below, actual number of spells a priest can get is based on their intuition stat; "all domain" spells are listed)

1st - Anti-Vermin Barrier, Bless, Call Upon Faith, Chaos Bolt, Combine, Cure Light Wounds, Detect Evil, Detect Order/Chaos, Detect Poison, Protection from Chaos, Protection from Poison, Protection from Supernatural, Remove Fear, Sacred Guardian, Sanctuary, Symbol of Divinity: Lesser

2nd – Augury, Calm Chaos, Chaos Veil, Chaos Ward, Create Clothing, Create Holy Symbol, Defile, Dissension's Feast, Duplication, Enhance Fey Magic Flow, Fire Trap, Hesitation, Make Whole: Lesser, Resist Acid & Corrosion, Resist Cold, Resist Fire, Shield Other, Silence 15ft Radius

Loc-Larin Priest Spells

1st Level Spells (16 of 16 maximum)

Anti-Vermin Barrier

Range	5 foot/level	Duration	1 hour/level
Casting Time	1 melee	AOE	10 foot/level radius sphere
Save	None	Sphere	Animal/Protection

Creates an invisible field of force which repels non-magical insects, rodents, snakes, spiders, worms, etc. of ½ HD or less (10hp) Vermin in the AOE at the time of casting are unaffected until they leave the warded area

Bless

Range	10 yards/level	Duration	1 round/level
Casting Time	1 melee	AOE	5 foot/level radius
Save	None	Sphere	All

Raises all friendly creatures' morale, giving them a +1 to hit, proficiency checks and saving throws. May also be used to bless an item or weapon of up to 1lb/level or up to 1 arrow/bolt/dagger per 2 levels (makes the item +1 to hit for the duration.) It may also be used to create holy water up to 1 gallon per level (affects lesser undead; DM)

Call Upon Faith

Range	0	Duration	Special
Casting Time	1 melee	AOE	Priest only
Save	None	Sphere	All

If the priest has been true to her god in the recent past (DM's decision), the priest will gain a +3 (or +15%) to any attack, proficiency check, saving throw, ability check, etc. for the action in question (i.e. – instant for an attack, but could last several rounds for a skill application such as cryptography)

Chaos Bolt

Range	20 feet/level	Duration	Instant
Casting Time	1	AOE	One creature or object
Save	Fort ½ damage	Sphere	Chaos

Allows the priest fire a bolt of warbling, chaotic energy at the target, which randomly manifests into one of eight types of damage causing a base 1d8 +1 additional point per level to the target. Against inanimate objects the chaos bolt may do up to 3x normal damage (i.e. – Fire vs Ice, Acid vs Wood/Leather, etc; DM). Additionally, if maximum damage is rolled, an additional minor bolt of the same energy will hit a nearby alternate target, starting with the type of being or object originally targeted. Roll a d8 for the energy type – 1 = acid, 2 = cold, 3 = fire, 4 = force, 5 = lightning, 6 = poison, 7 = psychic, 8 = thunder/sonic

Combine

Range	Touch	Duration	Special
Casting Time	1 round	AOE	Circle of priests
Save	None	Sphere	All

Allows 3 to 5 priests to combine their power for spell casting and undead command. Combine is cast on the most powerful priest and is temporarily endowed with one extra level for each additional priest in the circle. This does not confer any new spell abilities, but boosts the spell variables (duration, AOE, etc) by up to 5 levels for the spell cast

Cure Light Wounds

Range	Touch	Duration	Permanent
Casting Time	2	AOE	Creature touched
Save	None	Sphere	Healing

Heals 1d8 +1 point/2 levels (maximum +5) of damage on a creature or ones self. Does not affect undead, non-corporeal creatures or creatures of an extra-planar origin (note -- this spell does not set bones, re-attach torn ligaments or tendons, etc. Sometimes some first aid or natural healing is necessary before this spell is effective) Healing more than 20% of any creatures' hit points puts them to sleep for a minimum of 1 hour (DM)

Detect Good/Evil

Range	0	Duration	1 hour/level
Casting Time	1	AOE	10 foot/level radius
Save	None	Sphere	Knowledge/Good/Evil

Detects the presence of supernatural evil or good within the AOE (demons, avatars, undead, etc.) There is a 5%/level chance of determining the level of power (i.e. - godlike, greater power, lesser, etc)

Detect Order/Chaos

Range	0	Duration	1 hour/level
Casting Time	1	AOE	10 foot/level radius
Save	None	Sphere	Knowledge/Chaos/Law

Detects the presence of supernatural forces of chaos, conformity and order within the radius (chaos demons, avatars, godlings, etc.) There is a 5%/level chance of determining the level of power (i.e. - godlike, greater power, lesser, etc)

Detect Poison

Range	0	Duration	1 round/level
Casting Time	1	AOE	Special
Save	None	Sphere	Knowledge/Healing

Allows the caster to detect the presence of poisons, toxins, etc. in creatures, on weapons, in food, etc. A 5 foot cube may be checked each round (5 minutes) of the spell and there is a 5%/level chance for identifying the type and nature of the poisons detected

Protection from Chaos

Range	Touch	Duration	1 hour/level
Casting Time	1	AOE	Creature touched
Save	None	Sphere	Protection/Chaos/Law

Creates a magical barrier (about 3 inches away from skin) around the recipient protecting them from physical contact (natural weapons, spells or abilities which require touch, etc; DM) with creatures of supernatural chaos origin (Slaad, most Ethereal Creatures, etc) Such creatures attacking the recipient are at -2 on each attack (if using weapons or non-touch) and saving throws against such attacks are made at +2. The spell blocks mind control and domination attempts by creatures against the protected

Protection from Poison

Range	Touch	Duration	1 round/level
Casting Time	1	AOE	Creature touched
Save	None	Sphere	Protection/Animal/Plant

Creates a magical barrier around the recipient protecting them from creatures of a venomous nature (including creatures wielding poisoned weaponry) Creatures under 3+ HD cannot penetrate the field and creatures of higher HD attacking the recipient are at -2 on each attack although this has no effect on ranged attacks, such as spit poison, darts, thrown daggers, etc. In addition, if poisoned in any way within the duration, saving throws are made at +2

Protection from Supernatural

Range	Touch	Duration	1 turn/level
Casting Time	1	AOE	Creature touched
Save	None	Sphere	Protection/Arcane

Creates a magical barrier (about 3 inches away from skin) around the recipient protecting them from physical contact (natural weapons, spells or abilities which require touch, etc; DM) with creatures of any supernatural nature (DM) Such creatures attacking the recipient are at -2 on each attack (if using weapons or non-touch) and saving throws against such attacks are made at +2. The spell blocks mind control and domination attempts by creatures against the protected

Remove Fear

Range	10 yards	Duration	Instant or 1 round/level
Casting Time	1	AOE	1 creature/2 levels
Save	None	Sphere	Strength/Good

Instills great courage in the recipients, granting a +4 to save versus fear attacks for one turn. If the targets are under the effects of a fear spell, they immediately receive a new saving throw at +4 (but do not gain the prolonged benefits)

Sacred Guardian

Range	Touch	Duration	1 day/level
Casting Time	1	AOE	Creature touched
Save	Negates (Will)	Sphere	Knowledge/Good

Allows the priest to know when the recipient of the spell is in danger regardless of the distance involved (including planar separation) including a mental image of the situation at hand

Sanctuary

Range	Touch	Duration	1 round/level
Casting Time	1	AOE	Creature touched
Save	Negates (Will)	Sphere	Distraction/Protection

This spell effectively erases the subject creature from any attacking creature's mind for the duration of the spell. Attacking creatures receive a will save and if successful are unaffected by the Sanctuary, otherwise the attacker will move on to other targets, ignoring the protected creature. The spell ceases functioning if any offensive actions are taken by the protected individual

Symbol of Divinity: Lesser

Range	Touch	Duration	1 day/level
Casting Time	1 round	AOE	5 foot/level radius
Save	None	Sphere	Protection

Allows the priest to create a symbol of the elven creator that provides the priest with a +4 to save and all others not opposed to him or the deity a +2 to save vs a variety of attacks (mind, soul, psychic, evil energy, undead, etc.; DM) and additionally provides a +10% bonus to all skill attempts that relate in any way to the spheres of chaos, creation or protection (DM)

2nd Level Spells (16 of 16 maximum)

Augury

Range	0	Duration	Special
Casting Time	Special	AOE	Priest
Save	None	Sphere	All

Allows the priest to see a glimpse of the future as it stands. As this is the most minor of the precognitive spells, visions granted are very cryptic and sketchy. A percentile roll is used to see how effective the spell is (how near the priestess is to her god)

Calm Chaos

Range	10 yards/level	Duration	Concentration
Casting Time	2	AOE	10 foot/level radius
Save	Negates (Will)	Sphere	Law/Chaos

Allows the priest to calm chaotic forces in the area of effect (DM.) The priest may affect up to 1d6 creatures within the AOE or simply focus on ambient chaos energy in the area. Effects vary depending on the types of creatures and the power of the forces. The spell will also keep chaotic emotions in check in up to 3d6 normal persons (i.e. - sudden bursts of anger, lunacy, hyperactivity, etc.) (DM)

Chaos Veil

Range	0	Duration	1 day/level
Casting Time	1 round	AOE	Priest
Save	None	Sphere	Chaos

Allows the priest to make himself invisible to all scrying attempts, instead delivering chaotic and misdirecting images and visions to the creature or being attempting to scry or otherwise locate the priest (DM). Only legendary powers and spells have any chance to overpower this protection and misdirection

Chaos Ward

Range	Touch	Duration	2 melees/level
Casting Time	2	AOE	One creature
Save	None	Sphere	Protection/Chaos

Allows the priestess to surround a creature with a shimmering and whirling barrier of energy that improves the creature's AC by 1 vs melee attacks and by 2 vs missile attacks. Additionally there is a chance that missile and directed spell attacks are deflected specially by chaotic force. The effects are variable (DM) and range from simply defeating the attack, deflecting it into a random creature within 30ft, reflecting it back at the attacker, or nothing at all

Create Clothing

Range	0	Duration	Permanent
Casting Time	1 turn	AOE	10 items/level
Save	None	Sphere	Creation/Construct

Creates a large number of a certain type of clothing item from shoes, to pants, shirts, gloves, etc. The items must all be very mundane in nature (DM) are all of very average make and will wear slightly faster than traditionally made items

Create Holy Symbol

Range	0	Duration	Permanent
Casting Time	2	AOE	Priest
Save	None	Sphere	All

This spell summons a holy symbol of the appropriate type out of thin air (appearing as a perfect replica of the god(ess') own holy symbol.) Holy symbols are used as components for rituals and sacraments as well as to be given to lower level initiates and followers and can be imbued with a very minor Orison that will last 1 month/level

Defile

Range	10 yards	Duration	Permanent
Casting Time	1 turn	AOE	1 holy or unholy area
Save	None	Sphere	All

This spell dispels a sanctified area (even if it was permanent, including all bonuses and effects of the area), destroying opposing god's holy symbols and eliminating any trace of a particular god. The spell is generally used to destroy temples, shrines and other holy or unholy places

Dissension's Feast

Range	Touch	Duration	2 turns/level
Casting Time	1 turn	AOE	10 lbs food/level
Save	Negates (Fort)	Sphere	Chaos/Distracton/Charm

Allows the priest to enchant any one quantity of food with magic which, once ingested (w/in 1d4 rounds of being eaten) will cause the creatures to become agitated, fussy and work their way up to being downright angry. This may induce anything from bad table manners, shouting and generally bothersome attitude all the way up to fisticuffs (DM.) The spell can affect any number of creatures as it is based on the amount of food affected. At the end of the spell, the affected creatures experience a sense of 'waking up' and are unaware of why they became angry in the first place

Duplication

Range	Touch	Duration	Permanent
Casting Time	1 round	AOE	Object touched
Save	None	Sphere	Creation

This spell allows the priest to duplicate a single, non-magical, organic item (no metals or stones.) The priest must have one object of the desired type, be it a berry or a 2x4 plank. The spell can affect an object up to 1 foot/level cube in size

Enhance Fey Magic Flow

Range	0	Duration	1 turn/level
Casting Time	Special	AOE	10 yard/level radius
Save	None	Sphere	Creation

Allows the priest to enhance the effect of any of his priest spells as well as any fey based magic from other gods or wizardly magic (DM). This enhances the duration of such spells by +2 (i.e. – if a spell has a duration of 1 round/level, they will gain +2 rounds, etc.) enhances potency either raising the DC by 2 or causing a -2 penalty to save and finally will attune the magic to work well when attempting to combine with other elven magics (DM, can be used in concert with the Combine spell)

Fire Trap

Range	Touch	Duration	Until discharged
Casting Time	1 turn	AOE	Object touched
Save	½ Damage (Reflex)	Sphere	Fire/Protection

Traps any closeable item with a fire ward which explodes when tamper with by unauthorized persons. The explosion covers a 5ft radius and causes 1d4 + 1/level damage to all creatures in the radius. The trap may be dispelled

Hesitation

Range	30 yards	Duration	1 melee/level
Casting Time	2	AOE	20 ft radius
Save	Negates	Sphere	Time/Distracton

This spell causes all enemies within the radius to hesitate and be thus penalized +4 on all their initiative rolls for the duration. The creatures receive a save vs spell and it does not affect creatures of over 4+HD

Make Whole: Lesser

Range	10 feet	Duration	Permanent
Casting Time	1 turn	AOE	One object 1 foot/level cube or smaller
Save	None	Sphere	Construct/Creation

Allows the priest to fully repair any single object no matter how complex or how destroyed the item is. Additionally, minor amounts of missing material will be created to fill in missing bits. If more than 20% of the item's matter is gone then the spell will fail. This spell is more powerful than the wizard mending spell and can repair weapon and armor pieces as well as something as complex as clockwork as long as the item is considered one object (DM)

Resist Acid and Corrosion

Range	Touch	Duration	1 round/level
Casting Time	2	AOE	Creature or item touched
Save	None	Sphere	Protection/Earth

Protects the subject creature or object from the effects of corrosive and similar substances. Mild corrosives cannot harm the protected individual and powerful acids cause only half damage. If a saving throw is allowed, the save is made at +3 and if successful, damage is at one quarter

Resist Cold

Range	Touch	Duration	1 round/level
Casting Time	2	AOE	Creature touched
Save	None	Sphere	Protection/Fire

Makes the recipient completely immune to non-magical cold for the duration of the spell. Versus magical cold and breath weapons, the saving throws are at +3 and all damage is reduced by half (quartered in the case of a successful saving throw)

Resist Fire

Range	Touch	Duration	1 round/level
Casting Time	2	AOE	Creature touched
Save	None	Sphere	Protection/Fire

Makes the recipient completely immune to non-magical heat for the duration of the spell. Versus magical heat and breath weapons, the saving throws are at +3 and all damage is reduced by half (quartered in the case of a successful saving throw)

Shield Other

Range	10 yards/level	Duration	1 hour/level
Casting Time	2	AOE	1 creature
Save	None	Sphere	Protection

Allows the priest to set up a symbiotic bond with the target which both protects them and absorbs damage. The recipient gains +2 DEF and in addition all damage take goes instead to the priest. However, the priest takes ½ damage for virtually all damage (DM)

Silence 15' Radius

Range	10 yards/level	Duration	2 rounds/level
Casting Time	2	AOE	15 ft radius sphere
Save	None	Sphere	Arcane/Air

Covers an area with a complete sound damper, blocking all conversation and preventing the casting of verbal component spells. If centered on a creature (a save determines if it hits the creature or hits the area near the target) only a dispel magic can rid the creature of the silence, otherwise creatures may move out of the radius

Loc-Larin Priest Powers

2nd Level Powers

Inspired Resistance 1/day

Range	0	Duration	1 round/level
Casting Time	0	AOE	Elves w/in 10 feet/level
Save	None	Domain	Protection

Allows the priest to empower himself and fey beings in his AOE with a boost to health and resistance. The priest and all elves in range gain a d4 hit points and +2 DEF for the duration. These temporary hit points are always deducted first (DM)

4th Level Powers

Correlon's Wrath 3/day

Range	0	Duration	1 melee/level
Casting Time	0	AOE	Self/weapons held
Save	None	Domain	Chaos

Allows the priest to supernaturally align himself as fey and able to empower himself to aid in destruction of non-natural, non-fey beings and creatures. For the duration, the priest and all weapons are considered "holy fey" being aligned with Correlon and of particular damaging capability to corrupted, dark and evil beings (DM). Versus any such creature, any attack has a base 30% chance to neutralize an "evil" capability for 1 turn/level, causes an extra +2 points of damage per die and causes extreme pain to the enemy which can be parlayed into things to help with intimidation, fear induction, etc. (DM)

Loc-Larin Warrior Abilities

- *Increased Hit Die:* Gain d12 for hp/level instead of d10
- *Weapon Prowess:* The warrior gains a +1 to hit with any and all weapons. Prerequisites: None
- *Rage:* Once per day the warrior may psyche himself up with an adrenaline boost that gives him various benefits until the end of a specific combat (DM) For the duration, he gains a bonus of +10 hit points, +2 to hit, +2 to damage, immunity to fear, charm and similar mind affecting spells and a +2 vs all other saving throws. At the end of the combat, the warrior will begin to come down and will have to sleep for one hour shortly thereafter to recover. A warrior can only resist this for one minute per point of Health; Prerequisites: Harness Subconscious Proficiency (if rudimentary, must make successful roll to initiate berserker rage)
- *Defense Bonus:* The warrior's quickness provides him with an additional +2 DEF/AC. This bonus is lost if flatfooted/surprised. Prerequisites: None
- *Dodge Lesser:* The warrior gains one free dodge attempt per melee at 1d6 +Balance bonus +BAB +1 per two warrior levels; Prerequisites: None

Loc-Larin Rogue Abilities

- *Evasion:* A rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion. Prerequisites: L3

Loc-Larin Wizard Abilities

- *One Handed Spell Casting:* You have learned how to actuate spells with one hand (normally spell casting requires both hands free) leaving your alternate hand available for off hand uses including one handed weapons
- *Arcane Armor Training:* You have learned how to cast spells while wearing armor. Prerequisites: Armor Specialization with appropriate armor, caster level 3rd
- *Increased Hit Die:* Gain d8 for hp/level instead of d4

Loc-Larin Priest Abilities

- *Exalted Turning:* Your turning attempts also cause 2d6 damage to the affected undead creatures. Prerequisites: a turning ability, Lore: Undead
- *Smite Evil:* Once per day, a priest may attempt to smite evil with one normal melee attack. He adds his Charisma or Willpower bonus (if any) to his attack roll and deals 2 extra points of damage per priest level. If the priest accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day. At 4th level, and at every even level thereafter, the priest may smite evil one additional time per day (if this is an evil campaign, Smite Good can be taken) Prerequisites: L3 priest

Loc-Larin Contacts (3)

Kor'El: A picis warrior, wizard, priest and leader of the sky ship. Well versed in water elemental magic, circle magic as well as being a major order priest of the Starfather. In addition, his weapon skills have reached mastery with his unique harpoon weapon, and he has contacts far and wide. Loc-Larin came in contact with Kor-el after meeting the Dragon King of Rothan, Halleasteiran. Kor-el was highly interested in the recent "awakening" of an ancient elven deity presence and has helped Loc-Larin to connect more with this ancient consciousness that is beginning to exert influence over the "real" world and elven-kind

Stael: A weapons and armor merchant from the Forest of Rynd, a provider of high-quality wares as well as unique finds from all over the west

Clergy Contact: TBD

Loc-Larin Enemies (4)

Kashtarhak, the Voice of Chaos – a preminent Rakshasa Demon Lord, effectively a demi-god. Loc-Larin and the team worked to disrupt and undo a powerful ritual magic that allowed the Voice of Chaos and his rakshasa followers to transit between the Abyss, realm of Chaos and the Prime Material Plane at will. This demon lord now marks Loc-Larin and his friends as enemies and will use his connections, followers and any other possible avenues to bring about Loc-Larin's demise

TBD – unknown enemy of the Millennium Grove

TBD – unknown Drow enemy

TBD – unknown Magic Fundamentalist enemy