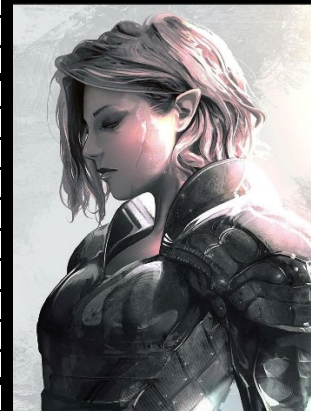


# Chaos Age Character Record

Name	Mielle	Race	Sylvan Elf	Sex	Female	Age	80
Class	Priest	Origin	Daig Duirn	Hair	Platinum Blond	Height	5' 6"
Level	<b>8</b>	Skin	Pale	Eyes		Weight	130 lbs



<b>Strength</b>	<b>16</b>		<b>Intelligence</b>	<b>14</b>	
Muscle	18	+4/+4/+20%	Knowledge	16	+12PP; +3/+15%
Stamina	14	+2/+10%	Reason	12	+1/+5%
<b>Dexterity</b>	<b>16</b>	+1	<b>Wisdom</b>	<b>18</b>	
Aim	14	+2/+10%	Intuition	18	+4/+20%
Balance	18	+4DEF/+4/+20%	Willpower	18	+4/+20%
<b>Constitution</b>	<b>16</b>		<b>Charisma</b>	<b>15</b>	
Fitness	16	+3/+15%	Appearance	16	+3/15%
Health	16	+3/+15%	Leadership	15	+2/+15%
<b>Perception</b>	<b>12</b>	+1/+5%	<b>Luck</b>	<b>10</b>	

**Hit Points** 90    **Damage** d10/level; min 6 (min - max = 73 to 97)

**Normal AC** 28    **Flatfooted AC** 19    **AC Factors** Elven Plate Mail +1

**Armor/AC Notes** Plate provides +2 vs heat/fire    **HP** 1    **AP** 9

**Character Portrait**

**Saving Throws**    **Reflex** +7    **Fortitude** +5    +1 vs Dark/Shadow

**Willpower** +6    +1 vs Mental Combat    **Save Notes** +2 on all saves

### Combat Summary

**Combat Move** 10 hexes (9 hex)    **Non-Combat Move** 9 mph/jog (8 mph)    **Full Day Move** 20 miles/day (18 mi)

**Special Movement/Notes** Magic Plate is the weight of Studded Leather, with proficiency -10% to movement

Weapon/HTH Form	WS	Att/Rnd	Base Damage	Bonuses	Range/Modifiers/Special/Notes
Blade of Oona	F/0	2/1	d8	+16/+11	* 0 speed if used 2 handed; 3 free parries/melee
Longsword	M	+1	d8	+10/+6	+1 attack when using second blade (no spellcasting) & +1 parry
Hammer of Cyraenor	S	1/1	d4+1	+5/+4	* not a weapon, but indestructible!
					** no penalty for dual weapon use
Base Attack Bonus = +4 (DM Auto Calc)					

Proficiencies	%	Use	Proficiencies	%	Use	Proficiencies	%	Use
Observation ®	77		Modern Lang: Common	48		Intimidation ®	64	
Alertness ®	79		Modern Lang: Sindarin	51		Etiquette: Elven ®	78	
Detect Noise	34		Ancient Lang: Eldarin	50		Detect Lies: Intuitive ®	54	
Danger Sense ®	78		Ancient Lang: Drakh-Nhagi ®	72		Politics: Daig Duirn ®	45	
Light Sleeping	45		Literacy: Sindarin	46		Leadership: General ®	68	
			Literacy: Eldarin ®	59		Diplomacy: General ®	59	
			Literacy: Common	43		Move Silently	42	
Navigation ®	69		Literacy: Drakh-Nhagi ®	58		Fine Balance	58	
			Lore: Foci: Sword	47		Quickness	57	
			Lore: Circles: General ®	36		Fast Draw: Sword	63	
Teaching: Lang & Mind Related ®	72		Lore: Demons: Chaos	57		Close Quarters Fighting: General ®	76	
			Lore: Monsters: General	56		Display Weapon Prowess: Sword ®	83	
			Lore: Ancient Runes: Elven ®	29				
Fire Building/Control ®	39		Lore: Undead: General ®	53		Resist Pain ®	48	
			Lore: Wards/Sigils: General ®	53				
Artistic Ability: Weapon Engraving ®	58		Lore: Divination	68		Weaponsmith: Sword	36	
			Lore: Planar: General ®	73		Appraising: Sword ®	40	
			Lore: Plant/Fungi: Fey Remedies ®	49		Metalsmith: Decorative ®	65	
First Aid: General ®	62					Identify Weakness: Blade Use ®	<b>53</b>	
Anatomy: Humanoid ®	45		Meditation: Mental Combat	56				
Healing: Humanoid ®	44		<b>Harness Subconscious: Wrath</b>	<b>21</b>		Wpn Fam: Swords		
			Psychology: Elven/Human ®	72		Prof: Tight Group: Medium Sword		
Rope Use/Nets: General ®	65		Combat Spellcasting	42		WOC: Elven Sword		
			Spellcraft	47		Wpn Focus: Median: Elven Sword		
Survival: Wilderness ®	61		Mathematics: Chaos Theory ®	64		Dam Focus: Median: Elven Sword		
						Prof: Plate Mail		
Riding: Land Based: Horse ®	63		Religion: Saas Vain ®	76				
			Local History: Daig Duirn	50		Improved DEF: Median		
Climbing: General ®	62		OK: Priestesses of Saas Vain	49		Prof: Single Weapon Style		
						SOC: Two Weapon Style		
			AK: Rothan	48		Prof: Two Handed Style		
Swimming	54		AK: Daig Duirn	53				
						<b>Unused Pts</b>	<b>2PP 61P</b>	

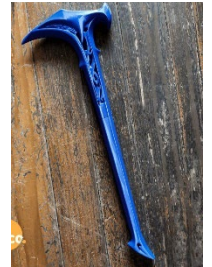


## Mielle Items



**Blade of Oonagh +1:** an elven style long sword and a +1 weapon (+3/+1/-1) capable of striking most any creature opposed to the will of Saas Vain (even creatures normally needing a +2 weapon to strike). The weapon is exceptionally well balanced, easy to wield one handed or two and incredibly sharp. The blade glows if any creature, object or being diametrically opposed to the will and purpose of Saas Vain is within 100 yards of the blade

**Hammer of Cyiraenor:** magical forging hammer able to craft and repair magical items of +1 (and in unique cases +2 weapons), it is completely indestructible and thus can be used for a variety of other uses



**Plate of the Honorable One +1:** plate mail empowered with blessings of Titannis and the will of the Dragon King. The mail feels amazingly light weight to the wearer and provides a +2 DEF beyond normal plate mail bonuses. Additionally, the mail provides a +2 to saves versus fire and heat related magic

**Dimensional Shackles:** these hand/leg shackles can be clasped on a being with a called shot roll to hit (-4 to strike, usually with a non-proficient weapon) but once one shackle is in place, the creature held is blocked from any dimensional manipulation. They cannot plane shift, open gates, teleport or any other form of dimensional movement or manipulation (DM). Only the owner can release the shackles or a successful Dispel Magic, Anti-Magic or other magic disruption power or spell which must succeed vs a L20 wizard's enchantment



**Saorise's Spirit:** the spirit of a twelve-year-old follower of Saas Vain, Saorise has a variety of precognitive abilities and detection abilities that randomly manifest to alert Mielle of issues. A victim of being killed by a priest of Thanatar part of her power is held at bay, but Saas Vain has restored her and set about her help to guide the path of Mielle. Upon attaining 7<sup>th</sup> level priest, Saorise's power has improved with Mielle's increased connection with Saas Vain

**Dad's Blade:** non-magical, but Ultra High-Quality blade (that could be enchanted in the future)

**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

**Visgati Rishka:** a small "make-up compact" sized holder of Visgati with approximately 50 (now 48) doses of Visgati within, including a "snorting spoon" for using the "dimensional drug." Visgati allows Mielle, who has shown some level of attunement, the capability to manipulate reality in the Chaos dimensions within roughly a 5-10 foot radius of her person (DM)

**Chaos Feature: Extra-dimensional space:** as a result of initial Visgati experimentation, Mielle was "altered" with a a Chaos Feature that is a 10x10x10 foot extra dimensional space, with the entrance "portal" being her anus. Thus far, Mielle has kept this repository hidden from her allies

# Mielle Priest Info

**House:** Stars

**God:** Laurana, Sister of Blades – Elven Aspect – Saas Vain

## Sisters of the Blades (Primary Order)

**Minimum Ability Scores:** Dex 14, Wis 14

**Allowed Races:** Any, but generally elven, half-elven or fey related human

**Allowed Classes:** Any, but often paired with warrior

**Gender Allowed:** Female

**Combat Restrictions/Benefits:** Light to Medium Armor, Bladed weapons of any kind, but swords of varying lengths preferred

**Domains:** All, *Featured* – Good, Sun, Domination; *Additional domains* – Knowledge, Luck, Plant, Travel, War

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

**1<sup>st</sup>** – Analyze Balance, Calculate, Call Upon Faith, Cause Fear, Command, Detect Secret Passages/Portals, Detect Snares/Pits, Empowered Smite: Lesser, Entangle, Iron Will: Lesser, Know Direction, Mask of the Sun, Nega-Harm: Minor, Pass Without Trace, Personal Reading, Thought Capture

**2<sup>nd</sup>** – Align Weapon: Lesser, Augury, Aura of Sunlight, Barkskin, Compel Truth, Consecrate Ground: Lesser, Create Holy Symbol, Detect Charm, Exhausted Luck, Find Traps, Heat Metal, Hold Person or Mammal, Hold Undead, Mass Revelation, Soul Bend, Warp Wood

**3<sup>rd</sup>** – Aura of Goodness, Continual Light, Control Animal, Cure Disease, Dictate, Empower Holy Symbol: Lesser, Eyes of the Sun, Fight!, Glyph of Warding: Sun, Hold Animal, Holy Smite: Lesser, Holy Weapons: Lesser, Negative Plane Protection, Rigid Thinking, Sunbeam, Sunmote

**4<sup>th</sup>** – Abjure, Analyze Balance: Greater, Blessed Warmth, Call Beings, Compulsive Order, Mass Mind, Mental Domination, Nega Harm: Serious, Neutralize Poison, Poison Purge, Smite Evil: Lesser, Solar Blessing, Sun Shield, Sun Soulrage

## Mielle Priest Spells

### Minor Sphere Magic

#### 1<sup>st</sup> Level Spells (16 of 16)

##### Analyze Balance

Range	10 yards/level	Duration	Instant
Casting Time	1 round	AOE	One creature, object or 10 foot radius area
Save	None	Sphere	All

Allows the priest to gauge the target's condition of balance as it relates to the aspect of his god (e.g. - a priest of a god of chaos reads a dedicated militia grunt as far from his line of balance.) The priest has a 5% chance per level of detecting specific information on the target's distance from his theological axis and why, the wider the margin the better the analysis

##### Calculate

Range	0	Duration	Instant
Casting Time	1	AOE	Priest
Save	None	Sphere	Knowledge/Luck

Allows the caster to accurately assess the chances of performing a specific action given a certain set of circumstances and allowing him to discern the most effective approach. The DM will reveal exact rolls and modifiers to the character casting the spell

##### 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)

##### Cause Fear

Range	10 yards	Duration	1d4 rounds
Casting Time	1	AOE	1 creature/4 levels
Save	Negates (Will)	Sphere	Domination/Vengeance

Causes the affected creatures to flee from the caster at their maximum movement rate for 1d4 rounds, dropping any hand held equipment in the escape

##### Command

Range	10 yards	Duration	Special
Casting Time	1	AOE	One creature
Save	Special (Will)	Sphere	Domination

Allows the priest to utter a one word command to the creature (it must be absolutely clear and the creature must be spoken in a language intelligible to the victim). This is considered mind affecting (no effect on undead and elves have resistance) and creatures of over 13 intelligence or 1+HD and greater gain a will save

## Detect Secret Passages and Portals

Range	0	Duration	1 round/level
Casting Time	1	AOE	10 foot square
Save	None	Sphere	Knowledge

Allows the caster to detect the presence of secret or concealed doorways, portals and passages in the AOE. The priest may change the AOE at will by passing over an area visually. The spell cannot penetrate powerful illusions and cannot detect magical doorways, such as gates and dimensional pockets

## Detect Snares and Pits

Range	0	Duration	1 round/level
Casting Time	1	AOE	10 foot square
Save	None	Sphere	Knowledge

Detects the presence of crude traps (pits, trip wires, pongee sticks, etc.) and snares of wilderness creatures (giant trapdoor spiders, man eating plants, etc.) in the AOE. The priest may change the AOE at will by passing over an area visually. The spell only makes the priest aware, it does not allow him to disarm it nor does it detect magical traps of any nature

## Empowered Smite: Lesser

Range	Touch	Duration	1 melee/level
Casting Time	1	AOE	Blade held
Save	None	Sphere	Good

Allows the priestess to empower her blade to cause extra damage to creatures of an evil or diametrically opposed origin. First the weapon will function as a +2 weapon as far as its ability to damage such creatures (no actual bonus to hit or damage). Additionally, the weapon will cause +1d6 smite damage/2 levels to each successful hit with the weapon

## Entangle

Range	10 yards/level	Duration	1 melee/level
Casting Time	1	AOE	10 foot/level cube
Save	½ Effect (Reflex)	Sphere	Plant

Causes plants life in the area of effect to animate and entwine about creatures, holding them for the duration. Creatures who save may escape the area, moving at half normal speed. Exceptionally large or powerful creatures may be unaffected (DM)

## Iron Will: Lesser

Range	0	Duration	1 turn/level
Casting Time	1	AOE	Self
Save	None	Sphere	Domination

Allows the priestess to strengthen her mind versus possession, domination, mental combat, etc. (DM). The spell provides a base +2/+10% bonus to all saving throws or skill rolls. However, when facing creatures of evil or diametrically opposed origin, this bonus is increased by +4 to a total of +6/+30% (DM) and may provide additional thematic bonuses as make sense (DM)

## Know Direction

Range	0	Duration	Instant
Casting Time	1	AOE	Priest
Save	None	Sphere	Knowledge/Travel

Allows the priest to instantly know which direction is north and gain her bearings. This spell works only on the Prime Material Plane, but does work whether underwater, underground or in complete darkness

## Mask of the Sun

Range	Touch	Duration	1 hour/level
Casting Time	1	AOE	Self or creature touched
Save	None	Sphere	Sun

Empowers the priestess or a creature she touches to be completely immune to effects of the glare of sunlight, or any natural light source as well as providing her with an immunity to any light based blinding magic for the duration (the spell Blindness still works however)

## Nega-Harm: Minor

Range	Touch	Duration	Permanent
Casting Time	1	AOE	Creature touched
Save	None	Sphere	Sun/Death

Causes the touched undead creature to take 2d6 +1 point/2 levels damage (+5 maximum; undead flesh burns away, bones become fragile, etc) Does not affect living creatures

## Pass Without Trace

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

Affected creatures may pass through any terrain without leaving any tracks or scent (however, a magic aura persists for 1 hour after the priest passes) Tracking is made nearly impossible with use of this spell

## Personal Reading

Range	0	Duration	Instant
Casting Time	1 hour	AOE	One creature
Save	Negates (Will)	Sphere	Knowledge

Allows the priest to learn historical information and other facts about an individual. The priest must either know the creature's true name or the date and place of the creature's birth. The priest then learns the subject's class (in game terms), approximate level, standing (if any), relative success or failure in life (in the subject's view) and their currently prevailing traits and mannerisms

## Thought Capture

Range	0	Duration	Instant
Casting Time	1	AOE	10 yard radius
Save	None	Sphere	Knowledge/Luck

Allows the priest to detect brief thoughts and emotions lingering in an area that have been left by creatures that have died or had powerful emotions in the area. The information is generally cryptic or symbolic but can be better interpreted with the Lore: Divination skill

## 2<sup>nd</sup> Level Spells (16 of 16)

### Align Weapon: Lesser

Range	Touch	Duration	1 round/level
Casting Time	2	AOE	One weapon
Save	None	Sphere	Good/Evil/Law/Chaos

Allows the priest to align a weapon according to her deity's area of influence. This causes the affected weapon to effectively become +1/+1 for the purposes of hitting and damaging creatures of the opposite alignment and additionally causes the weapon to deal double damage to such creatures for the duration. The weapon will not affect normal creatures in any way beyond the basic weapon, including the +1

### 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)

### Aura of Sunlight

Range	Self	Duration	1 round/level
Casting Time	2	AOE	10 foot/level radius
Save	None	Sphere	Sun

Allows the priestess' entire body to glow as a light spell, though the light is equivalent to natural sunlight. Creatures vulnerable to sunlight take a minimum of 1d6/level damage and no minor sphere shadow magic can function within the AOE. Additionally, creatures of an evil nature in the AOE suffer a -1 penalty to their DEF and all saving throws

### Barkskin

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

Causes the skin of the affected creature to become as tough as tree bark. The skin gains a +4 DEF bonus, +1 per four levels of the priest. The skin is not cumulative with normal armor

### Compel Truth

Range	5 feet/level	Duration	2 rounds/level
Casting Time	2	AOE	One sentient creature
Save	Will (Negates)	Sphere	Domination

Allows the priestess to force the target creature to answer questions and compel them to be completely truthful. Generally only certain individuals with proper skills and training are able to remain truthful yet mislead those who question them, but regardless, if they do not resist the spell, they must answer truthfully

### Consecrate Ground: Lesser

Range	10 yards	Duration	1 turn/level
Casting Time	2	AOE	10 foot/level radius
Save	None	Sphere	Good/Earth

Allows the priest to fill an area with a faint aura of positive energy causing lesser undead to shun the area unless forced in such a direction by a stronger power (DM) Undead entering the area of effect function at -1 on all attacks, damage and saving throws and are weakened by a single hit point (fatigue damage)

### 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

### Detect Charm

Range	10 feet/level	Duration	1 turn/level
Casting Time	1 round	AOE	One creature per minute
Save	Negates	Sphere	Knowledge/Charm

Allows the priest to see if any creature is under the effects of a charm related spell, possessed, etc. If the scan is successful, the priest has a 5%/level chance of determining the exact type of influence

### Exhausted Luck

Range	10 yards/level	Duration	Special
Casting Time	2	AOE	One creature
Save	Negates (Fort)	School	Luck

Causes the target creature to treat the next d20 roll (or % roll) as a natural critical failure (i.e. – natural 1 or natural 100)

## Find Traps

Range	30 yards	Duration	1 turn/level
Casting Time	2	AOE	10 ft path
Save	None	Sphere	Knowledge

This spell reveals all traps in the line of detection whether they are magical or not and whether they are concealed magically or not (includes glyphs, alarms, wards, etc.) The spell is directional, and the priest must face the appropriate direction. This spell only makes the priest aware, it does not allow him to disarm it

## Heat Metal

Range	40 yards	Duration	7 melees
Casting Time	2	AOE	One metal object up to 1 cubic ft/level
Save	Special	Sphere	Fire/Sun/Earth

Causes the affected metal object to quickly heat up and cool back to normal temperature causing damage to creatures in contact with such metal. Only magical items gain a saving throw against this effect, otherwise the metal heats and cools in one melee increments from warm to hot (1d4) to very hot (d4+1) to searing (2d4) and back to it's normal state

## Hold Person or Mammal

Range	120 yards	Duration	2 rounds/level
Casting Time	2	AOE	d4 persons in a 20 ft cube
Save	Negates (Fort)	Sphere	Time/Domination/Law

Holds 1d4 animals, humans, demi-humans or humanoids rigidly immobile for the duration. If three or four targets are selected, their save is normal. If two targets are selected, their save is -1 and if only one target is selected, its save is at -2

## Hold Undead

Range	60 ft	Duration	1d4 + 1 round/level
Casting Time	2	AOE	d3 Undead creatures
Save	Negates (Fort)	Sphere	Time/Death/Domination

Holds 1d3 Undead, whose total HD are less than or equal to 6, rigidly immobile for the duration. If three or four targets are selected, their save is normal. Zombies, skeletons and other mindless Undead receive no saving throw

## Mass Revelation

Range	20 yards/level	Duration	Instant
Casting Time	2	AOE	10 foot/level radius
Save	None	Sphere	Good

Allows the priestess to target an area and reveal any creatures of an undead or supernatural nature, including invisible, hiding or otherwise masked creatures or spirits. All targeted creatures glow a sickly reddish-purple color that can be seen clearly by the priestess and her allies. All attackers gain a +1 to hit due to easy targeting

## Soul Bend

Range	10 yards/level	Duration	1 round/level
Casting Time	2	AOE	One creature
Save	Negates (Will)	School	Domination/Vengeance

Causes the target creature to have its will weakened and susceptible to other spells and attacks against the victim's willpower. Creatures below 5<sup>th</sup> level gain no saving throw and if the creature fails the initial Will save (or is not allowed one) they will be a -4 vs all other will saves for the duration. This spell may stack as well (i.e. - 3 successful Soul Bends = a -12 to Will saves)

## Warp Wood

Range	10 yards/level	Duration	Permanent
Casting Time	2	AOE	6 inch/level cube of wood
Save	None	Sphere	Plant/Chaos

Allows the priestess to permanently destroy the straightness, form and strength of the affected wooden objects. The spell has no effect on enchanted wood items and if cast upon creatures of living wood form they receive a save. If failed, they take 1d4/level damage

## 3<sup>rd</sup> Level Spells (16 of 16)

### Aura of Goodness

Range	Self	Duration	1 round/level
Casting Time	2	AOE	10 yards/level radius
Save	Willpower (Negates)	Sphere	Good

Allows the priestess' to "shine" as a supernaturally good beacon, detectable as supernatural good. Any evil, dark or other supernaturally "nasty" being (DM) within the AOE is forced to make a Will save or be forced to treat the priestess as its only viable target. Additionally, the aura of goodness automatically neutralizes any desecration, evil or other similar effects not specifically part of a being within the AOE. Certain types of desecration will automatically be dispelled by the presence of the priestess (DM)

### Continual Light

Range	10 yards/level	Duration	Permanent
Casting Time	3	AOE	20 foot/level radius sphere
Save	Negates (Fort)	Sphere	Sun

Summons an area of light as bright as daylight which totally illuminates the area of effect. It is often cast on objects (coins, stones, etc.) to serve as permanent light sources. If cast on a creature's visual organs, it will blind them, but they receive a save to be affected

## Control Animal

Range	10 yards/level	Duration	1 round/level
Casting Time	3	AOE	One animal
Save	Negates (Will)	Sphere	Animal/Domination

Gives the priest complete control of the target animal allowing him to force the creature to do anything. Creatures of under 3HD cannot resist this power and it does not affect monstrous creatures, only normal animals. If any animal is forced to do something suicidal, it receives a new save at +2 (even if it didn't have a save before) otherwise, the priest may command the creature for the duration via a mental link

## Cure Disease

Range	Touch	Duration	Instant
Casting Time	1 turn	AOE	One creature
Save	None	Sphere	Healing

This spell cures a disease on the subject touched (DM)

## Dictate

Range	30 yards	Duration	1 round/level
Casting Time	3	AOE	Up to 1 creature/level in range
Save	Special	Sphere	Law/Domination

Allows the priest to utter a one sentence command to the creatures (it must be absolutely clear and the creatures must be spoken in a language intelligible to the victim). This is considered mind affecting (no effect on undead and elves have resistance) and creatures of over 13 intelligence or 2+HD receive a Will save

## Empower Holy Symbol: Lesser

Range	Touch	Duration	1 week/level
Casting Time	3	AOE	One Holy Symbol
Save	None	Sphere	All

Allows the priest to empower a created holy symbol with some minor protective type magic. The protective spell can only be a 1<sup>st</sup> level spell and cannot be offensive in any way (DM)

## Eyes of the Sun

Range	Touch	Duration	1 hour/level
Casting Time	3	AOE	Creature touched
Save	None	Sphere	Sun

This spell causes a willing creature's eyes to begin to glow a bright yellow-white in color. Once so affected, the creature will be able to see anywhere within their normal vision range as if it were a bright sunny day

## Fight!

Range	5 feet/level	Duration	1 melee/level
Casting Time	3	AOE	One creature
Save	Will (Negates)	Sphere	Domination

Allows the priestess to "force" a single targeted creature to engage her in melee combat (the swordswoman's favorite way to fight!) This is exceptionally effective against spellcasting opponents who suffer a -2 on their Will save to resist

## Glyph of Warding: Sun

Range	Touch	Duration	Permanent until discharged
Casting Time	1 round per 5 sq ft	AOE	Up to 1ft/level square
Save	½ Effect (Reflex/Fort)	Sphere	Vengeance/Protection

Allows the priest to create a ward which has conditions to it (i.e. - speak the command word before crossing its threshold, go off when an ogre touches it or go off when someone evil touches it.) The average glyph causes 1d4/level damage to those setting it off (each rune has variable side effects, upon reaching 9th level victims of 2+HD or less must save or suffer an additional special effect). The sun glyph is especially effective versus creatures vulnerable to sunlight and always causes x2 damage to them (DM)

## Hold Animal

Range	10 yards/level	Duration	1 round/level
Casting Time	3	AOE	1 to 4 animals in a 40 ft cube
Save	Negates (Fort)	Sphere	Animal/Time/Domination

Holds 1 to 4 animals rigidly immobile for the duration. If three or four targets are selected, their save is normal. If two targets are selected, their save is -1 and if only one target is selected, its save is at -2. The priest may affect animals of up to 3200 lbs weight

## Holy Smite: Lesser

Range	0	Duration	Instant (Special)
Casting Time	3	AOE	Weapon in hand or attack spell cast
Save	½ Damage (Fort)	Sphere	Good/Destruction

Allows the priest to empower his next attack, either magical or melee with a boost of holy energy which causes an additional 1d6/level damage (on top of normal spell or weapon damage) to any supernatural creature not aligned with his deity. The spell has no effect on normal humans, animals or monsters

## Holy Weapons: Lesser

Range	10 feet/level	Duration	1 round/level
Casting Time	1 round	AOE	One weapon/level
Save	None	Sphere	Good/War

Allows the priest to empower up to the AOE worth of weapons in range to become blessed for the purposes of hitting supernatural creatures not aligned with the priest's deity. These weapons function as +1 to hit and damage vs such creatures, but have no effect against normal creatures (review damage effects for holy & update)



## Negative Plane Protection

Range	Touch	Duration	Until used
Casting Time	3	AOE	1 creature
Save	None	Sphere	Protection/Dimensional/Good

This spell protects the creature touched from creatures from the Negative Material Plane (namely undead) and the Shadow Planes. The spell cancels any form of draining attack if the protected creature saves (this cancels the spell) and if the creature is from one of the aforementioned planes, they take 2d6 damage

## Rigid Thinking

Range	10 yards/level	Duration	1 round/level
Casting Time	1 melee	AOE	One creature
Save	Negates (Will)	Sphere	Law/Domination

Causes a creature to repeat his current actions for the duration of the spell or until the creature succeeds in completing the task at hand. It may only be cast on a creature of 3 or better Intelligence

## Sunbeam

Range	10 yards/level	Duration	1 melee/level
Casting Time	3	AOE	1 new target/melee
Save	½ Effect (Reflex)	Sphere	Sun/Fire

Allows the priestess to shoot a thin beam of superheated sunlight at any target within range and line of sight. The beam causes a base 1d4/level damage and causes 1d6/level x2 damage versus creatures weak against sunlight (i.e. – vampires and shadow beings, etc.; DM). Additionally, a failed reflex save causes a temporary blinding of the target for 1d4 melees in most cases (DM)

## Sunmote

Range	10 yards/level	Duration	1 round/level
Casting Time	3	AOE	5 foot/level radius
Save	½ Effect (Fort)	Sphere	Sun/Fire

Creates a small orb of sun-like material which puts out a great amount of heat and light within the AOE. The sunmote causes 3d4 damage to creatures which come in contact with it and radiates a relatively comfortable heat 5ft or more away. Creatures susceptible to sunlight take 1d4+2/level in damage if struck and take 1hp damage/round if in the light radius. The sunmote may move up to 10 hexes each round under the mental direction of the priestess

## Median Sphere Magic

### 4<sup>th</sup> Level Spells (14 of 14)

#### Abjure

Range	10 yards	Duration	Instantaneous
Casting Time	1 melee	AOE	One creature
Save	None	Sphere	Dimensional/Arcane/Vengeance

Allows the priest to attempt to send an extra planar creature back to its home plane (does not affect creatures of special status, such as, demi-gods, demon lords, vampire lords, etc.; DM) The priest concentrates and must remain uninterrupted for a full melee round (8 seconds,) then if the creature has any magic resistance, it is checked. If magic resistance fails the priest then has a base 50% chance of success. The roll is adjusted +/- 10% for each level/HD separating the priest and the target creature. If the priest fails the abjuration attempt, he may not try and affect the same creature until he has gained another level

#### Analyze Balance: Greater

Range	0	Duration	1 hour/level
Casting Time	1 round	AOE	1 mile/level
Save	None	Sphere	All

Allows the priest to gauge the condition of balance as it relates to the aspect of his god for everything in the AOE which moves with the caster. The priest automatically detects the location of the area furthest from balance according to his theological axis and gains some generic information about it. Additionally, the priest will detect the next imbalances in order for a total of up to one additional location per 3 levels, though he will gain only the most basic info about them

#### Blessed Warmth

Range	0	Duration	1 hour/level
Casting Time	1 round	AOE	100 persons/level
Save	None	Sphere	Sun/War

This spell causes a soft beam of sunlight to shine on the designated group making them resistant to the effects of normal cold. Recipients may operate in up to 30EF temperature (-10°/2 levels over 7<sup>th</sup> maximum -30°) without proper weather gear with no ill effects. Beyond that boundary, the recipients take 1 HP of damage per hour of exposure

#### Call Beings

Range	1 mile/level	Duration	Special
Casting Time	2 turns	AOE	Special
Save	Negates	Sphere	Domination

This spell summons a random number of creatures native to the region in question (i.e. – mountains & hills = Dwarves, Gnomes, etc.) to come help the caster (this is based on the power of the beings, but for generic zero level types, it usually summons about 5d6 of them.) Creatures in the area of effect will respond favorably to the caster if they fail their save (made at -4), otherwise they ignore the summons (DM's ruling on what sort of favors can be asked)

## Compulsive Order

Range	10 yards	Duration	Permanent
Casting Time	4	AOE	One creature
Save	Negates	Sphere	Law/Domination

Inflicts the victim with a compulsion insanity which causes various effects on their life from that moment forward. The compulsion level varies from time to time and the DM may allow appropriate resistance rolls depending on the situation (i.e. - a creature will not stop combat to go clean a pile of spilled crackers.) In all other situations, the creature feels compelled to keep everything neatly stacked, ordered, cleaned and otherwise in its proper place and cannot stand messes or chaos of any kind

## Mass Mind

Range	10 yards/level	Duration	1 hour/level
Casting Time	4	AOE	Up to 5 allies/level in a 10 yard/level radius
Save	None	Sphere	Domination

Allows the priestess to augment the mental prowess of her allies or those she wishes to protect with her own mind. While protected any mental combat attempts, domination, charm, etc. use the priestess' resistance level, skills and power to defend (unless the protected individual is stronger; DM). The priestess' aura extends this power and she herself is not vulnerable to additional attacks beyond ones targeting her specifically (DM)

## Mental Domination

Range	10 yards/level	Duration	3 rounds/level
Casting Time	4	AOE	One creature
Save	Negates	Sphere	Domination

Allows the priest to gain control of a creature's bodily movement and functions. Elves and Half-elves have no innate resistance to this spell and the priest does not need to speak the subject's language. Control is basic (monotone speech and attacks at -2) and requires some concentration (half-movement, half-attacks and no spell casting) and the caster and subject must remain within the spell range and sight of each other or the spell terminates

## Nega Harm: Serious

Range	Touch	Duration	Permanent
Casting Time	2	AOE	Creature touched
Save	None	Sphere	Sun/Death

Causes the touched undead creature to take 4d10 damage (undead flesh burns away, bones become fragile, etc.)

## Neutralize Poison

Range	Touch	Duration	Permanent
Casting Time	4	AOE	Special
Save	None	Sphere	Healing/Good

Neutralizes any sort of toxin or venom in or on the object or creature touched (includes those affected by poison as well as poisonous creatures and envenomed weapons.) To affect an unwilling creature a roll to hit is necessary. The priest may affect one creature or up to 5 cubic feet of inanimate material

## Poison Purge

Range	10 feet/level	Duration	Special
Casting Time	4	AOE	10 foot/level radius
Save	None	Sphere	Good

Destroys any quantities of poison within the AOE instantly, provided it is not an innate part of a living creature and is not magical. Poisonous creatures of less than 2+HD are automatically forced out of the radius (though they remain poisonous) and such creatures of 3HD or more must save or be forced out of the radius. Creatures which remain within and still attempt to attack protected creatures suffer a -2 on all actions

## Smite Evil: Lesser

Range	10 feet/level	Duration	Instant
Casting Time	4	AOE	5 foot/level radius
Save	Special	Sphere	Good

Allows the priestess to simultaneously smite any evil or opposed beings in the target AOE with 1d8/two levels damage (starts at 4d8 damage at 7<sup>th</sup> level). Non-special/unique beings gain no saving throw and innately evil beings take double damage (DM). Generally, follower beings who are evil by proxy gain a save and take normal damage. Good and other natural beings take no damage and may stand in the same AOE unaffected while evil beings are destroyed

## Solar Blessing

Range	10 feet/level	Duration	1 round/level
Casting Time	4	AOE	One willing creature
Save	None	Sphere	Sun/Protection/Healing

Allows the priestess to place a blessing on the target, providing +2 DEF, +2 to hit and +2 to saves (this stacks with other blessings/bonuses; DM) for the duration. Additionally, the priestess may trigger the end to the spell at any appropriate time, warming and healing the protected individual by 3d8 +priestess level in damage up to the maximum possible without inducing a healing sleep (DM)

## Sun Shield

Range	0	Duration	1 round/level
Casting Time	4	AOE	Priestess
Save	Reflex (Negates)	Sphere	Sun

Allows the priestess to envelope herself in a protective sunlight, making her immune to non-magical fire and cold and immune to minor sphere fire and cold magic for the duration. Additionally, if attacked and damage caused, the sun shield strikes back at the attacker with a solar flare causing 2d8 damage to the attacker unless a reflex save is made to avoid

## Sun Soulray

Range	10 feet/level	Duration	Instant
Casting Time	4	AOE	Undead in a line
Save	Special	Sphere	Sun

Allows the priest to project a beam of intense sun energy from the palm of his hand at undead creatures in range. Exceptionally quick undead may have a chance to make a Reflex save -4 and avoid damage, but most will be struck with a beam of undead destroying energy which causes 1d6/level x2 damage. Undead actually weak against sunlight take x4 damage from this spell. This spell causes no damage to living beings

## Mielle Priest Powers

### 2<sup>nd</sup> Level Powers

#### Aura of Saas Vain at will

Range	Self	Duration	As desired
Casting Time	1	AOE	5 foot/level radius
Save	None	Sphere	Good

This power instantly transforms the aura of the priestess to empower her with an image of self-confidence, leadership and inner strength that can bolster the faith of those around her in her capabilities (DM). Additionally, lesser creatures of an evil origin must save in order to approach the priestess in any manner

#### Draw Forth Blade at will

Range	0	Duration	Permanent
Casting Time	1	AOE	Self
Save	None	Sphere	Good

This power allows the priestess to bond with up to 1 blade/2 levels and may then draw them from the astral dimension at will (DM)

### 4<sup>th</sup> Level Powers

#### Blade of the Goddess 1/day

Range	Touch	Duration	1 round/level
Casting Time	1	AOE	Blade in hand
Save	None	Sphere	Good

This power allows the sister to empower the blade in her hand, making it into a "good aligned" weapon with a bonus of +3 to hit/+1 to damage versus any enemy. Versus evil creatures or those diametrically opposed to the will of Saas Vain, the damage multiplier is +1 (thus damage is automatically x2; if a crit is rolled, damage is automatically x3 and if other multipliers are already in effect, the +1 applies; DM). Creatures capable of sensing supernatural good can sense the aura of the blade and some may fear it

#### Sun Blade at will

Range	Touch	Duration	1 turn/level
Casting Time	1	AOE	Blade in hand
Save	None	Sphere	Sun

This power allows the sister to transform her blade into a weapon empowered with the light of the sun, bathing a 10 foot/level radius in sunlight that behaves like true sunlight (warmth, light, radiation, etc.) blinding creatures who look at it unless they've been identified as allies (DM). Additionally, the weapon causes x2 damage versus any creatures weak against sunlight or sun energy (this stacks with other effects; DM)

### 6<sup>th</sup> Level Powers

#### Circle of Good 1/day

Range	10 feet/level	Duration	1 hour/level
Casting Time	1	AOE	10 foot radius circle
Save	None	Sphere	Good

This power allows the sister to summon a protected area empowered with the good energy of Saas Vain. The area summoned has visible, glowing, golden runes emblazoned throughout the surface and any non-aligned creatures will feel uncomfortable within. Evil beings and opposed extra-dimensional forces will be unable to enter the circle unless exceptionally powerful (DM). Priests of Saas Vain or allied deities will additionally gain a +2/+10% bonus to skills, +2 DEF vs any ranged attacks from opposing creatures and +2 to save vs any magical or special ability attacks. These bonuses stack with other bonuses. The priestess does not need to remain within the circle for it to remain empowered

#### Enhance Blade of Good 1/day

Range	Touch	Duration	1 melee/level
Casting Time	1	AOE	One bonded blade
Save	None	Sphere	Good

This power allows the sister to use her bonded weapon with more power against her mortal enemies. Versus any enemy the weapon will gain a +1 to hit, +1 to parry and +1 to damage, but versus true evil opponents or others diametrically opposed to the will of Saas Vain (DM), the weapon gains +3 to hit, parry and damage

#### Solar Swordplay 1/day

Range	0	Duration	1 melee/level
Casting Time	1	AOE	Self
Save	None	Sphere	Sun

This power uses the power of the sun to boost virtually every aspect of the sister's swordplay capabilities providing a -2 bonus to initiative, +2 to all sword attacks both hit and damage, a bonus free parry each round, +10% to any sword fighting skill checks and a temporary bonus 4 hit points.

## 8<sup>th</sup> Level Powers

### Blade Strike 1/day

Range	10 yards/level	Duration	Instant
Casting Time	1	AOE	5 foot/level radius
Save	Fort (½ damage)	Sphere	Sun/Good

Allows the sister to summon a rain of sun energy blades that rain down in the AOE. The blades cause 1d4/level damage to all creatures in the AOE (no damage to creatures of good, positive material or similar origins, ½ damage to normal beings, x2 to undead and x3 damage to undead and similar creatures vulnerable to sunlight (vampires, shadows, etc.; DM))

### Golden Touch: Greater 1/day

Range	Touch	Duration	1 hour/level
Casting Time	1	AOE	10 foot/level radius or object touched
Save	None	Sphere	Sun

This power imbues the object touched or area stood upon with sun energy which automatically purges any dark energy (shadow, negative material, etc.; DM), cleanses and disinfects the item as if it was bathed in sunlight for days (generally killing all manner of bacteria, necrotic materials and the like; DM) and makes the object or area untouchable by beings weak against sunlight (i.e. - vampires, shadow creatures, etc.; DM) for 1 week/level

### Will of Saas Vain: Greater 1/day

Range	0	Duration	1 hour/level
Casting Time	1	AOE	Self
Save	None	Sphere	Domination

This power imbues the sister with a fragment of the willpower of the goddess, providing them virtual immunity to mind affecting spells, powers, abilities and substances (DM). When activated, the sister is immune to any such effects (unless exceptionally unique; DM) and additionally extends the +4 bonus to save versus any and all mind affecting elements to allies within 5 feet/level (this stacks with any other bonuses to save/resist). If the Will of Saas Vain: Lesser power is also possessed, this increases the immunity level (DM's knowledge) and improves the save bonus for allies to +6

## Mielle Warrior Abilities

- **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)
- **Cleave Lesser:** If a hit is successful, the warrior gains another immediate attack against another opponent within reach (cannot hit the same one twice) Prerequisites: L5; Weapon of Choice or better with appropriate weapon
- **Amazing Parry Lesser:** The warrior gains one free parry for each of his normal attacks per round (not for ones provided by other feats) and gains 3 parries for each attack expended (normally 2 parries per expended attack are gained.) If the warrior goes to full defensive mode all parries gain a +4 bonus in addition to normal bonuses. Prerequisites: L9 (level requirement waived due to in game parry use!)

## Mielle Rogue Abilities

- **Defense Bonus:** The rogue's quickness provides him with an additional +2 DEF/AC. Prerequisites: None

## Mielle Priest Abilities

- **Increased Hit Die:** Gain d10 for hp/level instead of d8
- **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 4<sup>th</sup> 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
- **Divine Grace:** A priest gains a +2 bonus on all saving throws
- **Aura of Courage:** The priest exudes a radius of fearlessness which causes all allies within 30ft to gain +2 vs all fear effects. Prerequisites: Fearless, L3
- **Spiritual Counter:** A priest can hold actions to counter spells and powers of a diametrically opposed priest (i.e. – good vs evil, law vs chaos, fire vs ice, etc/DM) When an opposing priest attempts a spell or power, the spiritual counter may expend raw theurgy at the appropriate level to counter the spell or power (2 theurgy for 2nd level spell or power, etc.) Prerequisites: Harness Subconscious proficiency, Religion (own deity)

## Mielle Contacts (6)

**Chadi a'Qin:** The white witch, former Emerald Sky master mage and preeminent mistress of mental combat who wields a Chaos Orb. She is innately connected with the first Millennium Tree and has varying senses of events throughout the globe via her connection with the "world trees." Meeting Mielle, Chadi has found a mind like her own in strength, but a little different in her pending rage and anger ready to be released. She has trained Mielle in all manner of mental combat abilities and a variety of magic related skills

**Halleasteiran:** The king of Rothan and high priest of Titannis, the Honorable One, the Dragon King is an extremely virtuous man, a master of two-handed style wielding of large swords and moving in full plate armor as if it were simply clothing. He wields magic aligned with law and order, good and light as guided by the will of the goddess Titannis. He is generally seen as a benevolent and protective ruler from his capital Thalesfar. He was immediately impressed by Mielle and has helped her perfect her blade and armor skills in a knightly fashion that she has blended with her elven style and guidance by Saas Vain

**Peasant Contact:** TBD (likely someone from the village where Saorise was killed and Mielle helped save the village)

**Merchant Contact:** TBD (possibly someone from Halleasteiran's capital)

**Clergy Contact:** TBD (a priest of Saas Vain or Laurana)

**Racial Contact:** TBD (either someone from Chadi's isle or Rothan)

## **Mielle Enemies (1)**

**Queen Aewynn:** Overthrower of the elven dutchy of Daig Duirn and destroyer of Mielle's family. Mielle's mother a prominent senator of the country, she was seen as a problem to be eliminated by Aewynn's chronomancy and viewing of future paths. It is thought that Aewynn is unaware of Mielle's existence at this time, but if she were to know, she would certainly execute a search and destroy mission

**Kashtarhak, the Voice of Chaos:** a preeminent Rakshasa Demon Lord, effectively a demi-god. Mielle 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 Mielle and her friends as enemies and will use his connections, followers and any other possible avenues to bring about Mielle's demise