

Dark Ages Character Record

Name	Klaerion	Race	Sylvan Elf	Sex	Male	Age	142
Class	Wizard/Priest	Origin	Forest of Rynd	Hair	Black	Height	5' 10"
Level	3/3	Skin	Pale	Eyes	Violet	Weight	135 lbs

Strength	10		Intelligence	18	
Muscle	10		Knowledge	19	+18PP/+4/+25%
Stamina	10		Reason	19	+1 from race/+4/+25%
Dexterity	14		Wisdom	16	
Aim	14	+2/+10%	Intuition	16	+3/+15%
Balance	14	+2/+10%	Willpower	16	+3/+15%
Constitution	11		Charisma	13	
Fitness	12	+1/+5%	Appearance	13	+1/+10%
Health	10		Leadership	13	+1/+10%
Perception	16	+3/+15%	Luck	10	

Hit Points	18	Damage	d4/2 Wizard HP; d8/2 Priest HP
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Normal AC	12	Flatfooted AC	10	AC Factors
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Armor/AC Notes	VP	1	AP	18
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Saving Throws	Reflex	+7		Fortitude	+3	
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Willpower +10	+4 vs Fear	Save Notes	
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Combat Summary

Combat Move	10 hexes	Non-Combat Move	9 mph jog	Full Day Move	20 miles
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Special Movement/Notes

Weapon/HTH Form	WS	Att/Rnd	Base Damage	Bonuses	Range/Modifiers/Special/Notes
Elven Dagger	F	1/1	d4	+2/+0	
					Base Attack Bonus = +1 (DM Auto Calc)

Base Attack Bonus = **+1** (DM Auto Calc)

Proficiencies	%	Use	Proficiencies	%	Use	Proficiencies	%	Use
Observation	55		Modern Lang: Sindarin	59		Acting: Nightmarish Roles	36	
Danger Sense ®	38		Modern Lang: Common	57		Disguise: Illusion/Nightmare	48	
Distance Determination: Illusions	54		Ancient Lang: Eldarin	51		Hypnosis: Illusion Susceptibility	33	
Sound Analysis: Illusion ®	45					Psychology: Fear	15	
Detect Noise	42		Literacy: Sindarin	53		Intimidation	39	
Detect Magic	36		Literacy: Common	52		Etiquette: Elven ®	40	
			Literacy: Eldarin	51				
Light Sleeping	27					Move Silently	30	
						Hide in Shadows	42	
Animal Noise: Spooky Sounds	51					Ambush: Illusion	48	
			Lore: Alternate Magics: Illusion	74		Hiding: Shadow/Darkness	45	
			Lore: Ancient Runes: General ®	73				
			Lore: Circles: General ®	72				
			Lore: Demons: Frightening	51				
Fire Building/Control ®	60		Lore: Faerie: Frightening	54		Combat Spellcasting ®	61	
			Lore: Foci: General ®	75		Somatic Concealment	64	
			Lore: Legends/Folklore: Frightening	53		Camouflage: Illusions	48	
			Lore: Monsters: Frightening	54		Camouflage: Shadow	48	
			Lore: Undead: Frightening	52		Tactics: Dream	45	
Artistic Ability: Nightmares	48		Lore: Wards/Sigils: General ®	74				
Information Gathering: Fears	49		Lore: Animal/Insect: Frightful Beasts	57				
			Spellcraft: Illusion/Darkness	74				
			Spellcraft: Wizard/Priest Synergy	73				
						Class Abilities Bonus Added (+25%)		
			Religion: Null, the Living Darkness	57				
						Proficiency: Elven Dagger		
Riding: Land Based: Horse ®	59		Local History: Millennium Glade	57		Weapon Focus: Lesser: Dagger		
			OK: Eastern Empire	57		Proficiency: Single Weapon Style		
Climbing ®	42							
			AK: Fey Kingdoms	57				
Swimming	30		AK: Forest of Rynd	59		Unused Pts	5PP	

Full Name		Klaerion Shadowmist		Guild/Order/Sect		Minds of the Shapeless/Draemaar Silaetir	
Aliases/Nicknames				Clan/Racial Specifics Sylvan Elves of Rynd			
Liege/Patron/Deity		Null, the Living Darkness		Birthdate			
Experience Points		Wizard 5,015 xp (Next - 6250)		Priest 5,000 xp (Next - 6250)			
Physical Description				Personality/Demeanor			
Very slender, even for an elf, Klaerion has a piercing gaze when he wants to, but is generally rather unassuming as far as elves go. He dresses nicely, but not so nice as to stand out too much in a crowd. Unless that crowd is a crowd of peasants, in which he'd be far too well dressed! He carries an elven dagger at his waist, but it is mostly for show when manifesting himself as a nightmarish figure enhanced by his illusory magic				Klaerion is very much a studier of "human" nature, or rather the nature of intelligent beings. He loves the psychology behind decision making, behind perceptions and internal judgements and most especially that which is behind an individual's fears. While capable of carrying on with most conversationalists, Klaerion is much happier listening to people to discover what makes them tick and more importantly, what makes them scared. He's acquired a bit of an addiction to the power he has gained over people by manipulating their fears with his magic			
Brief Personal History							
Klaerion was born within the bounds of the Forest of Rynd and being small and frail, even as an elven child, he was the subject of many older boys torments. Klaerion became reclusive and read much as a child, enjoying to read stories on demons, undead and other faerie folklore that were usually saved to scare children. While Klaerion was bullied, he most certainly did not fear the dark, in fact he liked the dark and the solitude it provided him, even living among elves who could usually see in such low light situations. His affinity for magic put him in contact with elven teachers of Silateir and his connection to the sphere of illusions came to the forefront. He began to focus on the path of dream related magic, aiming himself specifically toward nightmares in order to pay back his young tormentors. His dark thoughts pushed him away from the traditional elven teachers and he explored on his own before meeting a priest of Null the Living Darkness and a servant of the Empire, Klaerion has now embarked upon a frightening path of combining this darkness magic with nightmarish illusions and dream magic...							
Family/Relatives		Friends/Allies			Enemies/Rivals		
Gyraeinaeir - Father		Tael Kataan - Median Priest of Null			tbd		
Zaeitheira - Mother							
Race/Class Special Abilities & Powers		Miscellaneous Notes			Armor/Defensive Summary		
Sylvan Elf Racial Abilities		Mana Dream Pool 6			Base Armor Type		
Nightvision: Greater (full vision range)		General Pool 9			Piece/Modifier		
Keen Vision (+1/+5%; DM)		After 1hr settling regain 1 mana/hr			Piece/Modifier		
Keen Hearing (+1/+5%; DM)					Piece/Modifier		
Awareness (Surprised only 1 in 6)		Theurgy 9			Piece/Modifier		
Less Sleep (4hrs for full rest)					Defensive Modifiers/Notes		
Fey Sight (detect evil/fey presences; DM)							
Charm Resist: Major (90% Immune to Charm)							
Priest Abilities							
Divine Grace (+2 on all saves)							
Detect Supernatural (60ft radius)					Equipment/Magic Items		
Wizard Abilities							
Spell Strength (+2 DC on Illusions)							
Magical Aptitude (+25% on magic skills)							
Intense Magic (+2 DC on all spells)							
Iron Will (+2 Will saves)							
Fearless (+4 vs Fear)							
Draemaar Silatir Powers							
Dreamwalk: Lesser 1/day							
		Monthly Upkeep = 0 SC (food/drink/ent)					
		Money/Valuables					
Minds of the Shapeless Powers		100 SD (1 SD = appx \$60 US)					
Ignore Concern at will							
		Monthly Income - 30 Silver Ducats (\$1800)					

Klaerion Items

Heirotsta Necklace: a medium thickness gold chain with near microscopic engravings (cannot be seen without some keen sight and being within two feet) to identify as part of the Imperial Death Squad. The chain simply has a 4 POW reserve that can be used for any wizard or priest spells

Klaerion 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

Draemaar Silaetír (Dream Magic/Illusion)

Dream magic, as all of the Silaetír arts, is taught by individual masters who have had knowledge passed down to them from previous masters to their protégés. A relatively rare art, there are few masters and proteges being taught this line of power. Dream magic is an integral part of fey lore and magic stretching back to the dawn of time where ancient elves commonly felt that instruction and guides from the universe were experienced through dreams

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 willpower and intuition

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

Oppositional Spheres: Necromancy and Evocation

Klaerion Wizard Spells

1st Level Spells (13 of 16)

Audible Glamour

Range	50 yards + 10 yards/level	Duration	1 turn/level
Casting Time	1	AOE	Hearing range
Save	Disbelieve (Will)	School	Illusion (Phantasm)

Allows the caster to produce and control an audible illusion (the center can move where desired within the range.) The volume is equal to approximately the noise of 4 men/level (DM's ruling for sound equivalents)

Change Self

Range	0	Duration	1 turn/level
Casting Time	1	AOE	Caster
Save	Disbelieve (Will)	School	Transmutation/Illusion

Allows the caster to alter his appearance, including clothing and equipment. Can be up to one foot shorter or taller, thin or fat, but must be generally man-shaped and bipedal

Charm Person

Range	10 feet/level	Duration	1 hour/level
Casting Time	1	AOE	1 person
Save	Negates (Will)	School	Enchantment (Charm)

Allows caster to affect one individual to treat them as their trusted friend for the duration, at the end of the duration if the caster has done nothing to betray the person's trust a good feeling will persist and present a foundation for using skills to build a relationship further if desired. If the target saves they realize someone has tried to manipulate them

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

Hypnotism

Range	10 feet/level	Duration	1 round/level
Casting Time	1	AOE	1d6 creatures
Save	Negates (Will)	School	Enchantment (Charm)

Allows the caster to cause 1d6 creatures to become susceptible to a brief, reasonable suggestion. Creatures must understand the caster and will not remember they have been persuaded. Victims who lock gazes with the wizard at the time of casting receive a -2 to save

Indescribable Creep

Range	100 feet +10 feet/level	Duration	d4 rounds
Casting Time	1	AOE	1 person
Save	Negates (Will)	School	Illusion/Charm (Dream)

Allows caster to affect the target individual to "creep them out" for a little while. Those who fail their save will persistently feel like they're being watched, see things from the corner of the eye they can't make out that cause the individual to be unnaturally panicked (DM). This causes a penalty of -2/-10% on all tasks which require proper attention to them (DM) and make things like studying impossible

Message

Range	0	Duration	2 turns/level
Casting Time	1	AOE	10 yards/level
Save	None	School	Illusion (Phantasm)

Can send secret messages to creatures within the area of effect including up to 1 individual/level picked out at the casting of the spell. Those who receive the message can respond to the caster (all conversations are held at a minute whisper, all else is handled by the spell). The spell does no translation

Phantasmal Force

Range	10 yards/level	Duration	Concentration
Casting Time	1	AOE	10 foot/level cube
Save	Disbelieve (Will)	School	Illusion

Creates the illusion of anything known or imaginable to the caster within the area of effect. The illusion is visual only and lasts until the caster ceases concentration (voluntarily or not.) The spell does not affect undead

Pleasant Dreams

Range	Touch	Duration	Special
Casting Time	1	AOE	1 living creature
Save	Negates (Will)	School	Illusion/Charm (Dream)

Allows caster to place protection on the recipient creature preventing them from having their dreams influenced by either mundane or magical origins. This simple spell only functions on a willing recipient (any attempt at a Will save is automatically successful) but protects against supernatural creature's abilities (such as the Night Hag) or spells such as Dream, Nightmare, etc. (DM). The spell lasts the entire sleep cycle regardless if it is shorter or longer than a normal eight hour sleep

Self Image

Range	0	Duration	Special
Casting Time	1	AOE	Caster
Save	Negates (Will)	School	Illusion

Creates the illusion of the caster imitating whatever he was doing at the time of casting and causing a temporary minor invisibility. The caster may move one hex in any direction from the phantom image and the first attack of that round will automatically miss causing the caster to become visible again, but unlikely able to be attacked again by the same attacker that round. Creatures of 3HD or more gain a chance to save against the illusion and notice the trickery

Spook

Range	10 feet/level	Duration	Special
Casting Time	1	AOE	One Creature
Save	Negates (Will)	School	Illusion/Enchantment (Charm)

Causes the affected creature to view the caster as its worst nightmare and must save or turn and flee at its maximum rate. On each successive round, the creature saves again and on each failure continues to flee as far as possible until the save is made. The saving throw is made with a -1 for every two levels of the caster up to a maximum of -6

Unseen Servant

Range	10 feet/level	Duration	2 turns/level
Casting Time	1	AOE	Special
Save	None	School	Summoning (Conjuration)/Evocation

Summons a non-visible, humanoid shape of force which follows the caster's commands explicitly. It may carry up to 20 lbs or push/pull up to 40 lbs (on a fairly smooth surface) and cannot fight in any way. It can be dispelled or destroyed by 6 or more points of magical damage and also dispels if it is forced or sent outside the range (the caster is the center of the radius)

Ventriloquism

Range	10 yards/level	Duration	1 round/level
Casting Time	1	AOE	1 creature or object
Save	Special (Will)	School	Illusion (Phantasm)/Air

Allows the caster to make her voice or a similar sound come from someplace else within range. Anyone saving versus spell -2 detects the trick (though this does not stop the throwing of the voice)

2nd Level Spells (9 of 16)

Blur

Range	0	Duration	2 melees/level
Casting Time	2	AOE	Caster
Save	None	School	Illusion/Abjuration

Causes the outline of the caster to become distorted and blurred making all first attacks by a creature at -4 and all successive attacks at -2. In addition, the caster gains a +1 to save versus any direct magical attack (ones that must be targeted)

Continual Darkness

Range	15 feet/level	Duration	Permanent
Casting Time	2	AOE	10 foot/level radius sphere
Save	Negates (Fort)	School	Illusion

Summons an area of complete darkness centered anywhere in the range. It absorbs all minor light magics and is canceled by a Continual Light spell. If cast on a creature, it receives a saving throw

Dream Aura

Range	0	Duration	1 hour/level or until destroyed
Casting Time	2	AOE	Self
Save	Negates (Will)	School	Illusion/Abjuration (Dream)

Allows caster to surround themselves with dream-like illusory energies that provide cover and protection from all those he wishes to see him that way. Enemies must make a Will save with a base DC of 16 or have a 10% miss chance on every attack (missing due to dream-like inconsistencies in the caster's form). Attacks that do not miss due to the miss chance, but do miss by 2 or less on die rolls cause their damage to the aura which will be destroyed after 2HP/level damage

Enter Dream: Lesser

Range	1 mile/level	Duration	Special
Casting Time	1 round	AOE	One dreaming creature
Save	Negates (Will)	School	Illusion/Abjuration (Dream)

Allows caster to actually enter the dreams of a dreaming creature and actively use their dream powers to shape that dream (DM). The spell cannot physically affect the individual nor cause damage to them in any way, but can certainly cause mental effects that may impact future saving throws, prey upon weaknesses in one's psyche or other things (DM). If a creature is not dreaming when targeted the spell fails immediately

Hypnotic Pattern: Lesser

Range	10 yards/level	Duration	Special
Casting Time	2	AOE	10 foot/level radius
Save	Negates (Will)	School	Enchantment (Charm)/Illusion

Creates a weaving pattern of hypnotic colors in the air, causing any creature of 2+ HD, 2nd level or less within the area of effect to save or become fascinated by it (provided they can see of course.) The spell can affect up to 2HD/level (maximum 24 HD) worth of creatures and lasts as long as the caster concentrates, plus two rounds after. Injuring affected creatures breaks the trance immediately

Improved Phantasmal Force

Range	15 yards/level	Duration	2 rounds after concentration ends
Casting Time	2	AOE	15 foot/level cube
Save	Disbelieve (Will)	School	Illusion

Creates the illusion of anything known or imaginable to the caster within the area of effect. The illusion is visual with minor sound effects only (no intelligible speech) and lasts for two rounds after the caster ceases concentration (voluntarily or not.) The spell does not affect undead

Invisibility: Lesser

Range	Touch	Duration	1 hour/level
Casting Time	2	AOE	Self or creature touched
Save	None	School	Illusion

Makes the recipient invisible to normal and infravision. The spell lasts up to the duration unless dispelled or the creature makes an offensive action (attack, spell casting, etc.) Invisible creatures cannot see other invisible creatures and the spell has no effect on noises or tracks. In addition, light sources cannot become invisible

Mirror Image

Range	0	Duration	2 melees/level
Casting Time	2	AOE	Caster
Save	None	School	Illusion/Abjuration

Summons illusory duplicates of the caster (1d4 + 1/3 levels, max 8) which appear in adjacent hexes and copy her every action. It is impossible to tell which is real and the images blur and shift each melee. Attackers roll the appropriate die to see if they hit a false image or the real one. Once struck, an image winks out (the rest remain until all are gone)

Slumberward

Range	10 feet/level	Duration	1 hour/level
Casting Time	1 round	AOE	One creature/level
Save	None	School	Abjuration (Dream)

Allows caster to protect himself and allies from sleep and fatigue magic, poisons and related effects (DM) for the duration. The recipient can end this spell's effect at any time if they wish to sleep but otherwise remain awake and alert

Klaerion Wizard Powers

2nd Level Powers

Dreamwalk: Lesser 1/day

Range	1 mile	Duration	Special
Casting Time	1 turn	AOE	Special
Save	None	School	Dream

Allows the mage to perform limited Astral projection into the Astral and look for people dreaming within range. As an Astral ghost, the mage is not restricted by walls, height or depth or other material obstructions of the Prime and will see people who are experiencing dreams as if a small orb of energy hovers above them. The orbs are not clear until the mage chooses to focus in on one and then can watch the dream or nightmare as long as they wish (DM). When the dream ends or the mage breaks concentration, the mage returns to his body and is fully awake

Klaerion Priest Info

House: Dark Alliance

God: Null, the Living Darkness

Minds of the Shapeless (Primary Order – Null)

Minimum Ability Scores: rea 14, will 14

Allowed Races: Any

Allowed Classes: Priest or Wizard/Priest only

Gender Allowed: Either

Combat Restrictions/Benefits: Generally, one-handed, small blades preferred with light or no armor

Domains: All, *Featured* – Charm, Domination, Shadow; *Additional domains* – Chaos, Dimensional, Distraction, Vengeance

Spells:

1st – Animate Shadows, Bad Influence: Lesser, Bane, Calm Animals, Cause Fear, Cloak of Shadows, Command, Darkness, Detect Order/Chaos, Eyes of the Dark, Invisibility to Animals, Invisibility to Undead, Protection from Chaos

2nd – [Charm Person or Mammal](#), [Defile](#), [Detect Charm](#), [Detect Dimensional Disturbance](#), [Dissensions Feast](#), [Enthrall](#), [Mask Charm](#), [Obscurement](#), [Shadow Pulse](#), [Shadowcoil](#), [Soul Bend](#)

Klaerion Priest Spells

1st Level Spells (14 of 14)

Animate Shadows

Range	10 yards/level	Duration	1 hour/level
Casting Time	1	AOE	5 foot/level square area of shadow
Save	None	Sphere	Shadow/Construct

Allows the priest to animate shadows allowing them to move, change shape and other various oddities. This allows the priest to control the behavior of any such shadow for the duration allowing them to use shadow to conceal objects, aid in hide in shadows abilities, perform minor illusions and tricks of the eye or anything else the priest can imagine including the ability to conceal one's own shadow

Bad Influence: Lesser

Range	10 feet	Duration	1 turn/level
Casting Time	1 round	AOE	One humanoid
Save	Will (special)	Sphere	Charm

Allows the priest to play the role of the devil on the shoulder encouraging the bad thoughts that exist in most people to materialize. Setting the spell up requires a minimum of 5 minutes conversation with the target, but the more time spent "grooming" the target, the more effective the spell. If a little boy is interested in stealing a toy from a shop, this spell can make him act on it; a jealous lover wants to kill a rival, this can make them act on it, etc. The possibilities are wide and varied and the save penalty can be from +2 to +12 for the DC

Bane

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

Lowers all enemy creature's morale, giving them a -1 to hit, proficiency checks and saving throws. This spell counters Bless

Calm Animals

Range	10 yards/level	Duration	1 turn/level
Casting Time	1	AOE	2d4 +1HD/level of normal animals
Save	None	Sphere	Animal/Charm

Causes the target animals to be soothed and calmed by the caster's presence rendering them docile and harmless. Creatures who have been magically augmented or are greater than 2+HD are allowed a will save (DM) Creatures remain in the calmed state unless provoked, which causes the spell to break instantly, they otherwise revert to their normal state when the duration expires

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

Cloak of Shadows

Range	0	Duration	1 hour/level
Casting Time	1	AOE	Creature touched
0Save	None	Sphere	Shadow/Distracton

Cloaks a touched ally with shadows that aid in their ability to avoid being noticed. The spell will not be effective in areas where no shadows or darkness exists, but provides cover other areas as determined by the DM. Light shadows – grants untrained individuals 30% hide in shadows, +20% to trained proficiency; heavy shadows – grants 50% hide to untrained, +40% to trained (bumps rudimentary to standard if over 100%); darkness – grants 75% hide to untrained, +65% to trained (bumps as heavy shadow) Under no circumstances can standard skill roll over to specialization level

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

Darkness

Range	10 yards/level	Duration	1 turn/level
Casting Time	1	AOE	15 foot radius globe
Save	None	Sphere	Shadow

Causes an area of mystical darkness which prevents the functioning of all non-magical light forms other than direct sunlight. It cannot be targeted directly on a creature's visual organs as the light spell can

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)

Eyes of the Dark

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

Allows the priest to grant 24 hex (120 foot) darkvision to the recipient. Darkvision works without any light and allows the creature to see normally in darkness even if there is no ambient light of any kind (unlike Nightvision) and counteracts the Darkness spell and the like

Invisibility to Animals

Range	Touch	Duration	1 turn/level
Casting Time	1	AOE	One creature/level
Save	None	Sphere	Animal/Distracton

Renders all those protected invisible to normal animals (includes smell, hearing, etc.) Any attack by an invisible creature breaks the spell for that individual

Invisibility to Undead

Range	Touch	Duration	1 turn/level
Casting Time	1	AOE	Creature touched
Save	Special (Will)	Sphere	Death/Distracton

Makes Undead creatures ignore the protected creature. Automatically works against Undead of 2+HD or less, those of higher HD receive a save in order to resist the effects. Any attack (including attempts to turn or command) by an invisible creature breaks the spell

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

Proud Arrogance: Lesser

Range	10 yard radius	Duration	1 hour/level
Casting Time	1	AOE	1 creature/level
Save	None	Sphere	Domination

Protects the target creatures with exceptional resistance to any magic attempting to get the creatures to change their mind or change course from what they are decided on doing (DM). The spell provides a +8 bonus to save vs any charm, domination or related magic that is meant to alter the group's efforts or course

2nd Level Spells (14 of 14; missing 3 unique spells – charm, domination, shadow)

Charm Person or Mammal

Range	10 yards/level	Duration	Special
Casting Time	2	AOE	One person or mammal
Save	Negates (Will)	Sphere	Animal/Charm

Allows the caster to affect one individual or mammal to treat them as their trusted friend. Duration is based on intelligence and lasts between 1 day and 3 months before a check is required. No save modifiers

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

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

Detect Dimensional Disturbance

Range	0	Duration	1 turn/level
Casting Time	2	AOE	100 yard/level radius
Save	None	School	Dimensional

Allows the priest to detect the presence of any dimensional activity including any gating, teleporting or other dimensional passage within the past 1 day/level. If there is an active gate, rift or other dimensional anomaly within the AOE, the priest will detect the location and basic nature (i.e. – rift to the Abyss) of it immediately

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

Enthral

Range	0	Duration	Up to 1 hour
Casting Time	1 round	AOE	90 ft radius
Save	Negates (Will)	Sphere	Charm/Distracton

All creatures which can understand the priest within the AOE must save or be forced to listen to the priest's dissertation. Those of opposing religions gain a +4 on their saving throws and creatures over 4HD or 16 Wisdom are unaffected. Enthralled creatures cannot take any actions while listening to the priest and will discuss the speech for 1-3 rounds thereafter. There are various things which can interrupt this spell as with all charm related spells (DM)

Mask Charm

Range	30 yards	Duration	1 turn/level
Casting Time	1 round	AOE	One creature
Save	None	Sphere	Charm

Allows the caster to mask the presence of any charm or mind influencing presence on the subject creature for the duration (DM)

Obscurement

Range	0	Duration	1 turn/level
Casting Time	2	AOE	10 ft/level square area
Save	None	Sphere	Water/Shadow

Summons a misty vapor around the caster which reduces the range of all vision to 2d4 ft. The height of the vapor is approximately 10 foot and it may be dispelled by high winds and similar spells

Shadow Pulse

Range	10 yards/level	Duration	1 round/level
Casting Time	2	AOE	One creature or object
Save	None	School	Shadow

Causes shadows around a target creature or object to expand to a 5 foot/level radius affording all creatures within the shadowy mass a +2 DEF bonus due to concealment. The spell fails if there are no shadows to expand

Shadowcoil

Range	10 yards/level	Duration	1 round/level
Casting Time	2	AOE	Shadows in range
Save	None	School	Shadow

Causes a single shadow in range to animate as a shadowy tentacle able to strike any creature within a 5 foot (1 hex)/level radius. The tentacle attacks as the priest and causes d4 +6 damage per strike. The tentacle cannot be harmed by normal weapons but can be destroyed by a mere 4 HP of magical damage or damage from a blessed or magical weapon

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 5th 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)

Klaerion Priest Powers

2nd Level Powers

Ignore Concern at will

Range	0	Duration	Permanent
Casting Time	0	AOE	Self
Save	Will	Sphere	Charm

Confers the priest the ability to avoid suspicion regardless of how evil, nasty, mean or otherwise he appears. Creatures and beings without significant detection skills (DM) will have no reason to suspect the priest of anything. If suspicions do arise through skill use and other things, a will save is necessary to not shrug them off as something not worthy of concern. In general, this works without fail against zero level NPCs

Klaerion Priest Abilities

- *Divine Grace*: A priest gains a +2 bonus on all saving throws
- *Detect Supernatural*: The priest can detect supernatural creatures within a 60ft radius by concentration

Klaerion Wizard Abilities

- *Spell Strength*: You have an affinity to magic which intensifies the effects causing your illusion spells to gain a +2 bonus to their DC
- *Magical Aptitude*: You are naturally attuned to magic and get a +25% bonus on all related skill checks (spellcraft, lore: foci, lore: alternate magics, etc.) If your first attempt fails you may automatically gain a second attempt to recover
- *Intense Magic*: All of your spell DCs are increased by 2
- *Fearless*: Gain +4 vs all fear related effects (DM)
- *Iron Will*: Gain +2 on all Will saves

Klaerion Contacts (5)

Taeindomaar Riadiosthiomes: A Sylvan elf mystic in service to the Eastern Empire and based in the Forest of Rynd. Klaerion met Taeindomaar early on in his training path with illusion and well informed on various fringe magics, got Klaerion on the track of dream and ultimately nightmare magic. It was additionally through this contact that Klaerion became recruited to the Empire and connected with the priests of Null the Living Darkness. Taeindomaar has help teach Klaerion a host of magical lore surrounding his own dream magic, runes, circles, wards, sigils, etc. As well as a good deal of lore regarding demons, undead, monsters and creatures from various origins that help Klaerion with his nightmare imagery. The two have a great scholarly connection and enjoy swapping such sage-like information

Siralorn Dryleaf: A Sylvan elf former friend from childhood and one of the few that Klaerion didn't feel a need to get back at via nightmares. Klaerion hasn't spoken to Siralorn in ages, but the Dryleaf still remembers his old friend and now has a relatively low ranking station among the Millennium Guard at the World Tree of Rynd. When the two were young, both somewhat outcasts from the "cool kids," they practiced together on their natural elven skills such as moving silently, being stealthy, hearing and identifying noises in the forest and basic physical skills such as swimming. While Siralorn has no ability to help Klaerion get into the World Tree he does have reasonable knowledge about the regimen of the Millennium Guard

Korlach Vandorian: A pretty bad ass human sergeant Imperial heavy crossbowman and also a worshipper of Null the Living Darkness. Vandorian met Klaerion in Isengrim when he came to get truly connected to the church of Null the Living Darkness. The crossbowman was extremely impressed with Klaerion's powers of dream magic, psychology and, of course, darkness. Klaerion was happy to meet someone truly impressed by his magic styles and ideas and the two struck up a friendship. Vandorian has helped Klaerion hone his intimidation skills, hiding and ambush skills, as well as tactical discussions. Any time they run across each other, they will catch up and shoot the shit at the least

Xxx: TBD – Random Entertainer

Xxx: TBD – Random Unique

Klaerion Enemies (3)

Aiphaenuzir Saekailinaar: Klaerion's original magic master is an illusion and charm mage of a good name within the borders of the Forest of Rynd. He sensed darkness arising within his pupil and tried hard to steer him clear of the temptations of power and, unknown to him, the tendrils of the Empire. Klaerion slipped away from his school and followed after leads provided to him by another elf heading down his path of darkness. Aiphaenuzir would love to get his hands on Klaerion and reprogram him with a mind wipe or if not successful reduce him to the knowledge of a vegetable to prevent him being of harm to anyone

Xxx: TBD – Random Peasantry

Xxx: TBD – Random Tradesman