

## Dark Ages Character Record

Name	Yaelneilis	Race	Gray Elf	Sex	Male	Age	120 yrs
Class	Rogue/Priest	Origin	Daig Duirn	Hair	Silver	Height	6 ft 0 in
Level	7/6	Skin	Grayish	Eyes	Purple	Weight	145 lbs

<b>Strength</b>	<b>13</b>		<b>Intelligence</b>	<b>15</b>	
Muscle	15	+2 to hit/+3 damage	Knowledge	17	+14pp/+3/+15%
Stamina	13	+1/+10%	Reason	13	+1/+10%
<b>Dexterity</b>	<b>17</b>		<b>Wisdom</b>	<b>16</b>	
Aim	14	+2/+10%	Intuition	14	+2/+10%
Balance	19	+4 DEF/+5/+25%	Willpower	18	+4/+20%
<b>Constitution</b>	<b>14</b>		<b>Charisma</b>	<b>13</b>	
Fitness	13	+1 HP/lvl/+2/+10%	Appearance	11	+5%
Health	15	+2/+15%	Leadership	15	+2/+15%
<b>Perception</b>	<b>13</b>	+1/+10%	<b>Luck</b>	<b>13</b>	+1/+10%

<b>Hit Points</b>	<b>54</b>	<b>Damage</b>	d8/level (min 4/die) (mix - max = 33 to 59)
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<b>Normal AC</b>	15	<b>Flatfooted AC</b>	11	<b>AC Factors</b>	Light Leather +1 DEF
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<b>Armor/AC Notes</b>	<b>VP</b>	1	<b>AP</b>	<b>13</b>
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<b>Saving Throws</b>	<b>Reflex</b>	<b>+5</b>	<b>Fortitude</b>	<b>+5</b>	+4 vs Poison/Egy Drain; +1 vs Para/Petrification
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<b>Willpower</b> +6		Save Notes
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## Combat Summary

<b>Combat Move</b>	10 hexes	<b>Non-Combat Move</b>	9 mph/jog	<b>Full Day Move</b>	40 miles/day max
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### Special Movement/Notes

Weapon/HTH Form	WS	Att/Rnd	Base Damage	Bonuses	Range/Modifiers/Special/Notes
Elven Shortsword	F	3/2	d6	+10/+8	
					Base Attack Bonus = +4 (DM Auto Calc)

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Proficiencies	%	Use	Proficiencies	%	Use	Proficiencies	%	Use
Observation	82		Modern Lang: Sindarin	54		Acting: Empathy ®	49	
Danger Sense ®	64		Modern Lang: Common	51		Etiquette: Funerary ®	42	
Distance Determination: Surgical ®	72		Ancient Lang: Eldarin	55		Leadership ®	48	
Direction Sense ®	52		Gesture/Sign Language: Twins ®	83		Diplomacy: Funerary ®	34	
Navigation ®	42		Literacy: Sindarin	48		Psychology ®	42	
Detect Noise ®	65		Literacy: Common	45		Interrogation: Torture Methods ®	55	
Detect Magic	52		Literacy: Eldarin	49		Intimidation: Torture Methods ®	44	
			Anthropology: General ®	67		Hypnosis ®	33	
Resist Pain ®	54					Fast Talk/Haggle ®	42	
First Aid: General ®	69		Lore: Animal/Insect: Forest ®	91		Forensics: Criminal	35	
Embalm/Preserve: General	15		Lore: Alternate Magics: Necromantic ®	63		Harness Subconscious: Blade Stories ®	51	
Anatomy: Humanoid	40		Lore: Ancient Runes: Necromantic ®	60		Hiding ®	55	
Herbalist: Anesthetics	63		Lore: Circles: General ®	52		Disguise ®	44	
			Lore: Divination: Fey ®	70		Hide in Shadows ®	56	
Open Locks: General ®	71		Lore: Foci: Corpses ®	56		Ambush: Sneak Attack ®	54	
Rope Use: Torture Binding ®	82		Lore: Faerie: General ®	73		Move Silently	49	
			Lore: Legends/Folklore: Elvish ®	82		Trailing ®	53	
Craft Instrument: Mortician ®	70		Lore: Undead: Reanimated ®	74		Streetwise: Seedy Underbelly ®	64	
Merchant: Funeral Business ®	51		Lore: Wards/Sigils: Necromantic ®	70		Tactics: General ®	44	
Trade Skill: Mortician	47					Close Quarters Fighting ®	57	
Artistic Ability: Corpses	71		Spellcraft	30		Fast Draw ®	73	
Artistic Ability: Fleshcraft	73		Combat Spellcasting ®	71		ID Weakness: Foreign Anatomy ®	37	
Hunting: Dirtbags ®	39		Somatic Concealment ®	79				
Foraging: Herbalist Ingredients ®	52		Chanting: Fen Mace [Mentat] ®	51		Class Abilities Bonus Added (+25%)		
Fire Building/Control ®	42		Heraldry: Police/Military ®	55				
			Law: Funerary/Death ®	76		Weapon Fam: Tight Group: Small Sword		
Riding: Land Based: Horse ®	58		Ancient History: Elven	48		WOC: Elven Short Sword		
Survival: Forest ®	42		OK: Wielders of the Flesh	52		Improved DEF: Lesser		
Weather Sense ®	39		Local History: Daig Duirn	55		Weapon Focus: Median: Short Sword		
Climbing ®	57		Religion: Fen Mace	55		Damage Focus: Median: Short Sword		
Breath Control ®	33		AK: Fey Kingdoms/Far West	54		Single Weapon Style		
Swimming	45		AK: Daig Duirn	56		Unused Pts	1PP	

Full Name		Yaelneilis Mihthandil		Guild/Order/Sect	Roereis vir Vaeleis - Wielders of the Flesh	
Aliases/Nicknames				Clan/Racial Specifics		
Liege/Patron/Deity				Fen Mace (Incanus)		
Experience Points				Rogue 15,250 xp (Next - 17000) Priest 14,800 xp (Next - 17500)		
Physical Description				Personality/Demeanor		
Tall, thin and so pale his skin almost looks gray, Yaelneilis is an odd looking Gray Elf. His face has a look about him that is very disturbing to some people, especially those who are children or those who are very righteous. He prefers to dress in black and that has been further developed by his acceptance of the will of Incanus through the aspect of Fen Mace. He keeps an elven short sword hidden under his cloak for stealthy kills when needed or when wanted				Cold and calculating on a whole other level, Yaelneilis holds nothing truly near to his heart other than his twin sister, Aewynn. He is a deep analyzer, thoroughly enjoying his time picking through corpses and learning the secrets that exist in every body. Having been introduced to the will of Fen Mace, he has altered his desires only a little to align his natural methods to the goals expressed to him by his god.		
Brief Personal History						
Yaelneilis is the "older" brother of Aewynn, twins born to the Marchioness of Daig Duirn, sister of the Arch Duke, ruler of the country. As babies their were thought slain, but instead were spirited way to the north of the country where they lived their young lives under the e of a Sylvan elf guardian who raised both to study the history of the area and immerse them in elven history. At a young age, Yaelneilis had an interest in corpses, picking apart and examining dead creatures he would find. But disappointed in their state of deterioration, h captured and killed a squirrel dissecting it while fresh. Noting the far more revealing truths contained within a freshly dead body, he beg to experiement with preserving techniques and reading up on elven herbalist arts, putting his own spin on them and converting them to that which supported his ideas on the dead. Sent away after hearing word that assassins were after them, the twins headed north to th neighboring country of Southern Armaegh. There there were discovered by an agent of the Eastern Empire who called in a very powerful vampire to implant both of the twins with a geas that surpassed their natural resistances and changed both of their lives forever						
Family/Relatives		Friends/Allies		Enemies/Rivals		
Aeywynn - twin sister		Dargan Elmdor - bodyguard		Marquis Thoraindil - uncle		
Marchioness Maeilian - mother		Roisin Braklin - ½ elf doctor		Saeilheineian Vaelpheira - assassin (killed)		
Vaeineira - step-mother/guardian (deceased)		Cigire Ultan - inspector general of Banalt		Lhoeris Wysaedithas Roeric - serial killer		
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## Yaelneilis Items

**Heirotstta 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

### Combat Awareness – 2 POW (from Aewynn)

Range	0	Duration	1 melee/level
Casting Time	2	AOE	Creature touched
Save	None	School	Divination/Abjuration

Affords the affected creature with a minor level of precognition which allows them to attempt to dodge attacks of various kinds. The target gains a free attempt to dodge each round at d6 +Balance bonus +1/2 caster levels (max +10)

### True Strike: Lesser – 2 POW (from Aewynn)

Range	0	Duration	Next attack
Casting Time	2	AOE	Caster
Save	None	School	Divination

Allows the caster to gain an insight bonus on his next attack gaining a +10 to hit and negating any penalties for striking at concealed opponents

**Medika Vaska:** a small black bag that is actually an extra dimensional space of a 10x10 room. It can be turned “inside/out” to allow the full 10x10 area to appear in whatever space desired. If done outdoors, there are no walls (so sometimes the elements can be a problem. If done in a smaller space than 10x10, then some damage can occur to the items within (DM)

## Yaelneilis Info

**House:** Dark Alliance

**God:** Fen Mace “Faenmareiel Maesteirine” (Incanus – Primary Aspect)

### Wielders of the Flesh (Roereis vir Vaeleis) (Primary Order – Fen Mace)

**Minimum Ability Scores:** Int 14, Will 14

**Allowed Races:** Any elf (including Drow)

**Allowed Classes:** Rogue/Priest or Warrior/Priest are common

**Gender Allowed:** Either

**Combat Restrictions/Benefits:** Generally, one-handed blades, swords preferred with light armor

**Domains:** All, *Featured* – Death, Arcane, Time; *Additional domains* – Construct, Destruction, Evil, Earth, Knowledge

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

**1<sup>st</sup>** – Analyze Balance, Cause Light Wounds, Deathwatch, Destroy Water, Detect Life Force, Detect Poison, Forge Minor Object, Invisibility to Undead, Know Age, Personal Reading, Protection from Supernatural, Scan Timethread, Sculpt Corpse

**2<sup>nd</sup>** – Accelerate Poison, Align Weapon: Lesser, Augury, Aura of Evil, Bone Spikes, Catalogue, Dehydrate, Hesitation, Hold Undead, Nap, Spinewrack, Withdraw

**3<sup>rd</sup>** – Animate Dead, Cause Disease, Create Tissue, Cruel Torments, Defile the Corpse, Dispel Magic, Helping Hand, Invisibility Purge, Miscast Magic, Obscure Object, Speak with the Dead, Unholy Vessel

## Yaelneilis Spells

### 1<sup>st</sup> Level Spells (12 of 12)

#### 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

#### Cause Light Wounds

Range	Touch	Duration	Permanent
Casting Time	1	AOE	Creature touched
Save	None	Sphere	Destruction/Vengeance

Causes the touched creature to take 1d8 +1 point/2 levels damage (+5 maximum; skin blisters, bruises, cracks, etc.)

#### Deathwatch

Range	0	Duration	1 turn/level
Casting Time	1	AOE	10 foot/level radius
Save	None	Sphere	Healing/Destruction

Allows the priest to know the relative health of all living creatures within the AOE. Brightly glowing auras will be the most healthy while dim auras will be closer to death. The spell does not reveal the presence of poison, disease or any other foreign effect

## Destroy Water

Range	10 yards/level	Duration	Permanent
Casting Time	1 melee	AOE	1 foot/level cube
Save	None	Sphere	Destruction/Water

Vaporizes up to the maximum AOE amount of water within range (has no effect on creatures, including water elementals)

## Detect Life Force

Range	0	Duration	1 turn/level
Casting Time	1	AOE	10 foot wide x 60 foot + 10 foot/level long path
Save	None	Sphere	Arcane

Detects the presence of any living creatures within the area of effect and gives the priest a 5%/level chance of determining some basic info about the energy (i.e. - strong will, powerful mind, fortitude, etc.;DM.) Can scan a 60 degree arc each round and is blocked by thick walls and metals

## 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

## Forge Minor Object

Range	Touch	Duration	Permanent
Casting Time	1 round	AOE	One foot cube
Save	None	Sphere	Creation/Construct

Takes a small (1 cubic foot or less) quantity of matter and transforms it into an object of the priest's choice. The spell does not truly alter the components, but will fuse gravel into a stone cup, sand into a glass, grasses into a ball of twine, etc (DM)

## Know Age

Range	0	Duration	Instant
Casting Time	1	AOE	One object or creature
Save	None	Sphere	Knowledge/Time

Allows the caster to instantly know the age of any single person or object on which he concentrates including other time and age related details (DM)

## 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

## 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

## Scan Timethread

Range	Touch	Duration	Variable
Casting Time	1 round	AOE	Special
Save	None	Sphere	Time/Knowledge

Allows the priest to take a single hair and drop of fluid from a creature, living or dead, and review the two most potent memories or future events. The spell reveals both the grimmest moment and happiest moment in the time thread either past or future. The thread can see things up to 100 years in the past or into the future

## Sculpt Corpse

Range	Touch	Duration	Permanent
Casting Time	1 round	AOE	One corpse
Save	None	Sphere	Death

Allows the priest to alter the appearance of a corpse in one of several ways. Edit appearance – may mold the appearance of a corpse to look like another creature. Doctor evidence – may change the appearance of wounds, eliminate them or otherwise alter wounds to disguise what happened or implicate someone else. Clean corpse – may cleanse and prepare a corpse for either animation or death and make them very presentable. Remove Flesh – may strip a corpse of flesh and make them a skeleton. Each of these actions takes different amounts of time depending on what is being done ranging from minutes to hours (DM)

## 2<sup>nd</sup> Level Spells (12 of 12)

### Accelerate Poison

Range	Touch	Duration	1d4 melees
Casting Time	2	AOE	One creature
Save	None	Sphere	Time

Causes any poison in a touched creature to run it's full course in 1d4 melees, the actual effects are subject to the adjudication of the DM, but considering a snake bite would often be fatal in a matter of days, the effects of this spell could cause death in a matter of moments

### 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 Evil

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

Causes a single creature to be empowered by an aura of evil adding +1 to hit/damage/DEF and saving throws for the duration. These bonuses are doubled (+2) when fighting any supernatural good creature

### Bone Spikes

Range	25 feet +5 feet/level	Duration	Permanent
Casting Time	1 melee	AOE	One Undead Creature
Save	None (Special)	Sphere	Death

Allows the priest to augment a skeleton, zombie or similar type of undead creature (DM) with bone spikes that will inflict a bonus d6 damage on every attack made. If actively controlled by a priest or wizard, the undead will gain a Fort save if the "owner" wishes

### Catalogue

Range	10 feet/level	Duration	1 round
Casting Time	1 round	AOE	50 books/level
Save	None	Sphere	Time

Allows the priest to search a number of books for specific information very quickly. He must identify the target of the information desired and may be as general or specific as they wish, books with related information will glow to the eyes of the priest and once such a book is open, the glow will guide them to the appropriate text (DM) effectively making hours of searching reduce to minutes

### Dehydrate

Range	Touch	Duration	1 round/level
Casting Time	2	AOE	One creature or corpse
Save	Fort (Negates)	Sphere	Arcane

Allows the priest to strip the subject of moisture immediately causing the victim to suffer as if he had gone without water for approximately 24 hours. For each round the spell remains in effect the creature feels as if another day without water has passed. Any water drunk is immediately stripped away while the spell is in effect. The average zero level NPC will be near death after three full rounds of this spell's effects. Corpses will be dried and ready for mummification (DM)

### 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

### 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

## Nap

Range	Touch	Duration	1 hour
Casting Time	1 round	AOE	One creature
Save	None	Sphere	Time/Travel

Puts a willing target into a restful sleep for one hour. If the creature is not interrupted, at the end of the hour they will gain all benefits of sleeping an 8 hour rest period including mana/theurgy recovery. The spell can only be used once every three days on any one creature

## Spinewrack

Range	10 feet/level	Duration	1 round/level
Casting Time	2	AOE	One creature
Save	Negates (Fort)	School	Destruction/Evil

Causes the target creatures spine to be wracked in pain causing them to act at -2 to hit/damage, take a -2 DEF penalty due to Dex (if they have Dex bonuses to DEF) and halves their movement for the duration

## Withdraw

Range	0	Duration	Special
Casting Time	2	AOE	Priest
Save	None	Sphere	Time

This spell causes the flow of time to alter around the caster allowing him to ponder the situation at hand to adequately deal with it. In combat situations, one melee (5 seconds) passes for all those other than the caster while the caster has 1 minute/level to think, read, cast divination or healing magic (affecting only himself of course), etc. In non-combat situations, while one round (5 minutes) passes for those around, the caster receives 1 round/level to consider the options. The caster cannot move away from the spot that the spell was cast for the duration or the magic ends

## 3<sup>rd</sup> Level Spells (12 of 12)

### Animate Dead

Range	10 yards/level	Duration	Permanent
Casting Time	1 turn	AOE	1HD/level
Save	None	Sphere	Death

Transforms corpses, bones and other remains into the lowest order of undead to serve the priestess to the best of their ability (DM) Creatures animated cannot be higher than 2HD and creatures animated have very low intelligence, thus cannot perform elaborate tasks and may be limited physically in one fashion or another (DM)

### Cause Disease

Range	Touch	Duration	Permanent
Casting Time	3	AOE	One creature
Save	Negates (Fort)	Sphere	Death/Evil

Causes the afflicted creature to contract either a debilitating or fatal disease (priest's choice.) The disease given will begin to run it's course immediately. Generally, debilitating diseases reduce the target's stats and/or HP to extremely low levels (i.e. 2 or 3) over a period of a few weeks and recovery takes 1d4 months (DM.) Fatal diseases will generally kill the target within 2-8 months and while sick cannot be affected by normal healing magic. The DM will adjudicate effects and times appropriately

### Create Tissue

Range	5 feet	Duration	Permanent
Casting Time	1 turn	AOE	One creature
Save	None	Sphere	Creation/Healing

This spell summons tissue, muscle, bone, ligament and other physiological materials to replace damaged or destroyed tissues on injured creatures far beyond the capability of any healing magic. Artfully used in conjunction with healing skills and magic, this spell can save victims from permanent damage, scarring and other things. This spell is not complex enough to allow the restoration of missing limbs or exceedingly complex body parts (DM)

### Cruel Torments

Range	25 feet +5 feet/level	Duration	1 round/level
Casting Time	3	AOE	One creature
Save	Fort (Negates)	Sphere	Arcane/Death

Allows the priest to inflict exceptionally painful subdual damage to the target creature which is exceptionally effective as a method of torture. The spell causes 1d6 +1 point per level subdual damage each round (actual damage is appx 1 point per 6; DM and can kill if overused) and reduces any saves to interrogation and the like with a -4. Additionally, those using various interrogation related skills gain a +25% to their skill rolls while this is active

### Defile the Corpse

Range	Touch	Duration	Permanent
Casting Time	1 hour	AOE	One Fresh Corpse
Save	None (Special)	Sphere	Death

Allows the priest to raise a freshly dead body as a '*Defiled Corpse*' that will serve the priest to the best of its ability.

### Dispel Magic

Range	10 yards/level	Duration	Special
Casting Time	3	AOE	30 ft radius or 1 item
Save	None	Sphere	All

This spell neutralizes spell effects in the area of effect or can destroy or temporarily dampen the functionality of an enchanted item. Roll percent (DM's adjustments) for results, it is generally more effective against minor magic 95% or better is always a success

## Invisibility Purge

Range	10 feet/level	Duration	1 hour/level
Casting Time	1 turn	AOE	10 foot/level radius
Save	None	Sphere	Knowledge/Arcane

This spell causes all invisible creatures entering the warded area to become visible while in the area of effect. If the creature's natural form is invisible, the spell shows a shimmering (a la Predator) which can be seen with a perception roll

## Miscast Magic

Range	10 yards/level	Duration	Until next spell is cast
Casting Time	3	AOE	One spellcaster
Save	Negates (Fort)	Sphere	Chaos/Arcane

Causes the target creature's next spell reshape randomly into another, lower powered spell familiar to the caster (DM)

## Obscure Object

Range	20 yds/level	Duration	1 hr/level
Casting Time	3	AOE	1 object
Save	None	School	Arcane

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

## Speak with Dead

Range	10 ft	Duration	Special
Casting Time	1 turn	AOE	One dead creature
Save	Special	Sphere	Death/Knowledge

Allows the priest to converse with dead beings. The duration and number of questions that may be asked are a factor of the level of the priest and the age of the dead creature. If the dead creature was of higher level or HD than the priest, it receives a saving throw to resist the spell if it is desired (DM)

## Unholy Vessel

Range	0	Duration	Special
Casting Time	1 turn	AOE	Priest or follower
Save	None	Sphere	Arcane

Allows the priest to make himself or a devout follower (DM) able to hold a single spell within them whether or not they are a spell caster. This works only in accordance with special quests and errands run in service to the god or goddess and cannot be used simply for convenience (DM)

## Yaelneilis Powers

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

#### Sleep 3/day

Range	10 feet/level	Duration	1 turn/level
Casting Time	1	AOE	Creatures in a 15 foot radius
Save	Negates (Fort)	Sphere	Arcane

This power functions identically to the level one wizard spell. Causes 2d4 HD worth of creatures to fall into comatose slumber. Zero and 1HD creatures gain no save, beings of 3<sup>rd</sup> level or 3+HD gain a save at +2, while those of higher level are unaffected by the spell. The sleep affects lowest HD creatures first and each of the targets must be within 30 feet of each other

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

#### Crystal Blade 1/day

Range	0	Duration	2 melees/level
Casting Time	1	AOE	Caster
Save	None	School	Arcane/Earth

Conjures a blade of crystal into the casters hand which can be in the form of any small blade the caster is familiar with (short sword or smaller.) The blade is indestructible, does 1d6+2 damage and functions as a +1 weapon for the purposes of hitting extra-planar creatures. The blade causes double damage to creatures of elemental earth origin

#### Inflict Feign Death by Touch 1/day

Range	Touch	Duration	1 day/level
Casting Time	3	AOE	Creature touched
Save	Fort (Negates)	School	Necromancy

Allows the priest to place any creature into a state of nearly suspended animation. While suspended, the creature appears dead, but can hear, smell and generally know what is going on around him. However, the body has no feeling, damage is halved and the effects of poison is also suspended. Feign death may be interrupted at any time but only by the priest not by the affected creature

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

#### Empower Blade: Lesser

Range	Touch	Duration	Permanent
Casting Time	1 day	AOE	One personal blade
Save	None	Sphere	Arcane

This power allows the priest to empower his personal blade (small or large knife or small sword; DM) making it attune with the Black Blade and rendering it exceptionally sharp and nigh indestructible. Additionally the blade becomes attuned to the priest who can then detect the location of the blade anywhere w/in 10 miles/level. Used for non-combat scenarios the blade can cut most any material (though not cut through a door like butter, etc; DM), for surgical type purposes it is a perfect instrument. In combat, the blade is afforded a +4 to damage and is capable of hitting beings resistant to +2 weapons and below



## Enhance Corpse 1/day

Range	Touch	Duration	Permanent
Casting Time	1 round	AOE	One animate able corpse
Save	None	Sphere	Death

This power allows the priest to enhance a corpse before applying any manner of animate undead or related spell to it. The resulting undead will be enhanced in the following ways: Gain +10 hit points; gain +2 DEF; gain +2 to two relevant ability scores; gain one enhanced saving throw at +8 (must be appropriate to the undead; DM)

## Yaelneilis Rogue Abilities

- Sneak Attack:** If a rogue can catch an opponent when he is unable to defend himself effectively (DM) from her attack, she can strike a vital spot for extra damage. This extra damage is 1d6 at 1<sup>st</sup> level, and it increases by 1d6 every two rogue levels thereafter. Prerequisites: Ambush Proficiency
- Slippery Mind:** You are able to wriggle free from magical effects that would otherwise control or compel you. If a rogue with slippery mind is affected by a charm spell or effect and fails her saving throw, she can attempt it again immediately and every round thereafter. Additionally, the rogue gains a save attempt against such spells without any save (DM)
- Deft Hands:** You are skilled at feats of manual dexterity and get a +25% bonus on all related skill checks (sleight of hand, open locks, set/remove traps, etc.) If your first skill attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- Diligent:** You are meticulous and careful about your studies and research and get a +25% bonus on all related skill checks (research, appraise, lore: ancient runes, etc.) If your first skill attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- Investigator:** You are excellent at tracking down leads and locating clues. You get a +25% bonus on all related skill checks (gather info, forensics, etc.) If your first attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- Disorienting Strike:** Your sneak attacks force a Fort save at DC 8 +your level or the victim loses half their attacks for 1d4 melees. Prerequisites: L5, Sneak Attack
- Minor Magic x2:** A rogue with this talent gains the ability to cast a single 1<sup>st</sup> level spell from the generic wizard spell list. This spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue level. This ability may be taken multiple times. Prerequisites: Appropriate proficiencies for the character concept (DM)

## Elemental Armor 2/day

Range	0	Duration	Special
Casting Time	1 round	AOE	Caster
Save	None	School	Abjuration/Elemental Earth

Protects the caster with a field of elemental earth force (DEF +4) and cumulative with other AC/DEF bonuses (but cannot improve base DEF better than 18) The armor is weightless and lasts until it has taken 8 +1 point/level in damage (does not absorb this damage)

## Abyssal Flames 2/day

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

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

## Yaelneilis Priest Abilities

- Energy Drain Resistance:** The priest gains +4 to save vs energy, strength and soul draining attacks (DM; common with undead and demons)

## Yaelneilis General Abilities

- Poison Resistance:** Gain +4 vs all poisons and toxins

## Yaelneilis Contacts (6)

**Roisin Braklin:** A half-elven “doctor” from a medium sized town in central Southern Armaegh. Roisin (ro-sheen) met Yaelneilis in his early days of his attempts to build mortician businesses. Roisin noticed Yaelneilis’ complete lack of people skills, but noted amazing abilities in his handling of bodies. Looking past the oddities, he began to forge a friendship with Yaelneilis, to the best level that can be achieved with him. Roisin has considerable non-magical medical skills and helped Yaelneilis develop herbalism knowledge, his surgical precision, human and elven anatomy, first aid and other related skills. Despite their connection, Yaelneilis still disappeared one day but Roisin would immediately pick up where things left off if and when Yaelneilis looks him up

**Cigire Ultan:** Ultan is an inspector general with the Lordship based in the capital of Banalt, Cigire is the inspector title. Yaelneilis met Ultan when he was running his mortuary business in Banalt some decades back when Ultan was just a young buck. Yaelneilis actually helped Ultan solve several murders in the city when Yaelneilis was in a phase of studying and unraveling the various means of surreptitious killing, disposing of bodies and the like. While Yaelneilis path has grown much darker over the years, Ultan still owes him a great deal, including his current rank and status. He would likely be very willing to help in certain matters, though some requests could end up being a “yes, but this is the last thing I can ever do for you”



**Merchant:** TBD

**Clergy:** TBD

**Mage:** TBD

**Peasant:** TBD

## Yaelneilis Enemies (3)

~~**Saeilheineian Vaelpheira:** Saeilheineian is a gray elven tracker in service to the Marquis who lead the extermination squad to kill the twins and their protector. Having discovered they had escaped he has been tracking them through various means both physical and magical. Since Aewynn was teleported to Isengrim under Imperial protections, he's been unable to detect her, but he has come exceptionally close to capturing Yaelneilis, though he is yet to be aware of this specific threat. Due to his persistent moving on his own as well as some protection of Incanus/Fen Mace, he has narrowly escaped confrontation on at least three occasions in the past century - **slain**~~

**Lhoeris Wyaedithas Roeric:** Lhoeris is a half Sylvan elf who has designs on being the most prolific serial killer in Thalesfar. He also believes himself to be a full Gray elf descending from Elven royalty. He attempted to form an alliance with Yaelneilis in order to learn some of his embalming and corpse working skills as Lhoeris also has some sexual desires for corpses of those he kills, both male and female. Despite being dark minded and emotionless, Yaelneilis would have nothing to do with this corrupt being. Lhoeris tried everything in his power to lead Yaelneilis into a trap that would allow him to immobilize the mortician and he would stop at nothing to get a chance to have his way with Yaelneilis' corpse

**Good Priest:** TBD