

## ++ ELVES OF FIRE DARKNESS AND LIGHT

Level	BURNING LIGHT ELVES	FLAMING DARK ELVES	COMMON ABILITIES
1	Immune to all light and fire up to mantic 3 Shimmer 1/level +1 ac in magic light -1 ac in magic dark	Immune to all dark and fire up to mantic 3 Dark shield1/level +1 ac magic dark -1 ac magic light	Half effect spirits class natural heal class power +1 Elemental elves immunities Elven lps and Human locations
2			Fire dart 1/level
3	Light 1/2level	Darkness 1/2level	Auric colour
4			Neuro pen
5	Immune to 1 <sup>st</sup> level darkness	Immune to 1 <sup>st</sup> level light	Fire shift 1/4level Psi heal
6	Immune to 2 <sup>nd</sup> level darkness Teleport 1/3 level	Immune to 2 <sup>nd</sup> level light Shadow shift 1/3 level	Artefact study
7	Immune to 3 <sup>rd</sup> level darkness Lazer bolt 1/level	Immune to 3 <sup>rd</sup> level light Shadow bolt 1/level	Make lembas Cosmic flare
8	Immune to 4 <sup>th</sup> level darkness Perm lazer blade	Immune to 4 <sup>th</sup> level light Perm darkness blade	Gain Returner
9	Immune to 5 <sup>th</sup> level darkness	Immune to 5 <sup>th</sup> level light	D'jump Immolation selfx3day
10	Immune to 6 <sup>th</sup> level darkness	Immune to 6 <sup>th</sup> level light	
11	Immune to 7 <sup>th</sup> level darkness	Immune to 7 <sup>th</sup> level light	
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### Shimmer

Vocal: "Sprites of Light shimmer here about me."

Description: This RIP surrounds the Light elf with a nimbus of elemental light, giving them +1 stackable Magical AC for 5 minutes, which also functions as Dexterity for the purposes of Undead effects. A single Shimmer will counter a Drowh's *Extinguish*.

### Dark Shield

Vocal: "Daemons of Darkness hide me in thy shield of night."

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Description: This RIP provides a shadowy aura about the Dark elf, granting him or her 1 point of stackable Magical AC for 5 minutes, which also functions as Dexterity for the purposes of Undead effects.

**Fire Dart** (Inst., Other, 30', Fire)

Vocal: *"I smite thee now with the power of Fire, Fire dart."*

This spell causes a bolt of the fire to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). An Fire Dart inflicts 7 life points damage which is split as 1 point to each location (this counts as 4 Hits to monsters)

**Light**

Vocal: "Let there be light."

Description: Causes a 15' radius globe of Magical light brighter than daylight to spring up around the elf or an item touched by the elf for 5 minutes.

**Darkness**

Vocal: "Here and now I reveal the heart of darkness."

Description: Causes a globe of magical darkness deeper than the darkest night to materialise around the elf or an object touched by the elf for 5 minutes. The elf can always see in their own darkness.

**Fire Shift** - This is a shift through fire to another location not more than 30' away. The direction being faced may be changed.

**Teleport**

Vocal: "Teleport."

Description: Casting this spell instantly transports the elf up to 30ft in the direction desired. The elf cannot change facing or escape from Glues with this spell, but escape from Entangles or through non-enchanted walls and doors is possible.

**Shadow Shift** - This is a shift through darkness to another location not more than 30' away. The direction being faced may be changed. This cannot be cast in the area of a light spell.

**Laser Bolt** (Inst., Other, 30', Light)

Vocal: "I smite thee now with the power of Light, Laser Bolt."

This spell causes a bolt of Light to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A Laser Bolt inflicts 28 life points damage which is split as 4 points to each location (this counts as 14 Hits to monsters)

**Shadow Bolt** (Inst., Other, 30', Darkness)

Vocal: "I smite thee now with the power of Darkness, Shadow Bolt."

This spell causes a bolt of Shadow to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A Shadow Bolt inflicts 28 life points damage which is split as 4 points to each location (this counts as 14 Hits to monsters)

**Perm lazer/darkness blade.** This gives the elf +6 lps elemental light / dark damage to any held weapon, this can be turned on and off at will

### **Gain Returner**

Grue Elemental Lord

40 HITS + 10 HITS per level above 8th (the AC you had in life remains the same)

gain elemental shifts 1 per 4, base damage of magic 24lps through

Immune physical fire/light magic line and spirit line . Can still be healed with magic, runes, own psionics

retain casting which reboots once - except spirit line casting which is retained as ever uses -

can not be resurrection by spirit line resurrection

Explode on death causing 1lp/level per location perm

### **Immolation Self**

The ability allows the elf to surround themselves in an aura of flame, this spreads to 5foot around the elf and will damage anyone who is not immune to fire.

Upon initial immolation the flames will spread out to five foot and do damage of 18lps (9hits) to all in the area, then do 9lps (5hits) per minute thereafter, the damage is constant and will stop anyone in the aura from being able to spell cast due to the pain.

This flame aura will last a maximum of 10 minutes, but can be turned off by the elf at any time. it can also be extinguished with the correct counter spells

All Psionics are from the standard psionic tables all normal psionic rules apply to these elves with regards to casting costs, psi points metal points etc

These Elves are both proud and respectful of the elven traditions