

Laurëlorناليم Sorcery

Not all Wood Elf wizards in the Laurëlorنال are skilled enough to use Tree Songs. Some who have magical aptitude also possess a harder edge to them that are believed to come from the enchanted forest's being surrounded by forces hostile to its existence. These Elves are the *Dreinarthia Corlinalith*, (Eldritch Watchers), a sorcerous order whose goal is protection of the Laurëlorنال at all costs.

The origins of this Order are shrouded in mystery. The Laurëlorناليم do not talk about it as the Order is secretive even to their own folk. Some believe that they are aligned with the worship of Isha, others with Sarriel. No matter which deity they are aligned, the Eldritch Watchers wield great power and are not restricted in their magic as human wizards. The Eldritch Watchers are able to blend Battle, Elemental, and Illusionist spells without having to pursue each type as specialists. Given this ability, this type of wizard is restricted to Non-Player Characters only.

If, for whatever reason, a GM wants to allow a player to pursue this character, the experience points costs equal that of any specialist wizard career, i.e., everything costs twice in Experience points what it would cost a Battle wizard. Career descriptions are included in the section on Wood Elf careers below.

Spells for Eldritch Watcher characters can only be obtained from the following list:

Petty: Butterfingers, Danger Sense, Dark Sight, Find, Gift of Tongues, Glowing Light, Knock Down, Magic Alarm, Magic Flame, Marsh Lights, Mend, Petty Animal Healing, Petty Beastfriend, Protection from Rain, Sharp Eyes, Sleep, Sounds, Stealth, Weaken Poison

1st Level: [Battle] Aura or Resistance, Cause Animosity, Cure Light Injury, Detect Magic, Dispirit, Fleet Foot, Flight, Immunity from Poison, Slippery Ground, Steal Mind, Wilt Weapon, Wind Blast; [Elemental] Assault of Stones, Blinding Flash; Cloud of Smoke, Create Spring, Magic Light, Walk on Water, Ward of Arrows; [Illusionist] Bewilder Foe, Camouflage Area, Camouflage Illusion, Glamour

2nd Level: [Battle] Aura of Protection, Break Weapon, Cause Panic, Leg Breaking, Magical Might, Mental Duel, Mystic Mist, Stampede, Steal Magical Power; [Divine] Dedicate Divine Symbol; [Elemental] Cause Rain, Clap of Thunder, Control Lightning, Extinguish Fire, Heal Vegetation, Icy Ground, Move Object, Resist Fire; [Illusionist] Banish Illusion, Confound Foe, Illusionary Woods, Lesser Eidolon

3rd Level: [Battle] Arrow Invulnerability, Arrow Storm, Cause Cowardly Flight, Cause Fear, Cause Instability, Cause Stupidity, Dispel Magic, Enfeeble, Magic Bridge, Subvert Weapon, Transfer Aura; [Elemental] Banish Elemental, Become Ethereal, Crumble Stone, Draw Down Lightning, Dust Storm; [Illusionist] Universal Illusion, Vanish

4th Level: [Battle] Aura of Invulnerability, Cure Severe Wound, Drain Magic, Enchant Weapon, Entanglement, Reverse Spell, Stand Still, Strength of Mind; [Elemental] Change Weather

(Ritual), Create Vegetation, Dispel Elementals, Hedge of Thorns, Summon Elemental, Summon Swarm, Swell River; [Illusionist] Complete Illusion, Destroy Illusions, Teleport

Another Order of Wood Elf wizards are the **Shadow Weavers** (or **The Dream-Makers of Sarriel**) who are an order dedicated to Sarriel (see above). They specialise in Illusionist magic and follow the Illusionist career path. Laurëlornd wizards who depart their woodland homeland to live among the humans are generally from this Order. In many cases, these Elves keep their abilities secret so as to better spy on the humans, particularly those in the employ of the Baron of Nordland.