



Name

Llorhisu Llorhel (Lore-Eh-soo)(Lore-el)

Alias/Titles

Lady Llorhel. Llorhi (Lori). Aranae (Ah-Rahn-yay).

Class

Wizard (Dark)

Age

216.

Race

Drow

Gender/Sexuality

Female. Pansexual.

Status

Lady of a Drow House/Noble Family.

Hair Color

Pure white with strands of silver streaks occasionally.

Eye color

A lavender or Lilac shade of violet.

Skin Color

A deep charcoal grey.

Height/Weight.

6'1", 142lbs.

Racial Abilities/Perks

1. Magic Resistance - +3 armor against any wizard or warlock.
2. Nocturnal Sight - As if a human in daylight, the Drow's vision is perfect at nightfall.
3. Toxic Senses - Due to the wars waged against them in the past, the Drow are taught from childhood the difference between various poisons in creatures and herbs through their senses alone.
4. Cloud Darkness - When the Drow has reached D8 in damage, through the book of Shadows, those that are touched by magic will inherit the ability to mend their bodies with shadows, making them undetectable for 1-2 rounds of combat. (Roll D4, 1-2=1 turn, 3-4=2 turns.)
5. Toxic Resistance - Any poisons against the Drow, they will only take half the damage or given effect of that toxin.
6. Detect Magic - When faced with another caster, the Drow will automatically sense their magical aura.

Hp

16

Armor

8

Damage

D6 + (1) + (3 if it's Dark Magic.)

Character Stats (The Unofficial ones for character purposes)

Str: 12.

Con: 12

Dex: 14

Int: 16

Wis: 12

Chr: 19

Spellbook/Magics

Master Element - The wizard has mastered any one element of their choosing.

A. Fire +3 Damage modifier to Fire spells

B. Water +3 Damage modifier to Water spells

C. Air +3 Damage modifier to Air spells

D. Earth +3 Damage modifier to Earth spells

E. Lightning/Thunder +3 Damage modifier to Lightning/Thunder spells

F. Light/Dark +3 Damage modifier to Light/Dark spells

2. Elemental Arrow - Of any mastered element, an arrow is formed for a long ranged attack, dealing an additional +2 modifier in damage for this round. (mana cost: 5)

3. Absorb Element- The Wizard can take the HP of a beast/creature and transform it to mana. (Roll d20, success = 4 or <. Roll D6 to see how much mana was obtained, how much damage was dealt. Mana cost: 4)

4. Elemental Sphere- A protective barrier created from the Wizard's Master Element. This can cover anyone within their line of sight and protect them from any damage that is less than D12. This will last for only one round of combat. (Mana cost: 4)

5. Arcane Lock- touch a closed door, window, gate, chest, or other entryway, and it becomes locked for an hour's duration with the Wizard's

element. (Fire will scold a hand, Water will freeze a hand, Air will gust the hand away, etc.)

6. Counterspell - Any creature or beast that attempts to cast a spell can be interrupted by the wizard if they successfully roll. This will give the Wizard an additional Casting round their next turn of combat. (Roll d20, success = 6 or <.)

Likes

Power. Drama. Battle. Fear. Secrets. Weakness in Others. Beauty. Refinement. Slaves.

Dislikes

Disobedience. Rebellion. Stagnation. Boredom. Love. Hope. The Ugly. Orcs as a whole. Altmer. The Unrefined.

Hopes/Ambitions

To rise to power within the world, not only the Drow Society/Culture. To [REDACTED] (To be explained ICly).

Fears/Despairs

In truth she fears that all of her affairs and endeavours will fail or be squashed, ending with her alone and “unloved” or weak. She is also incredibly unsettled by the idea of mix-breeds taking over the coming generations.

Favorite/Recorded Quotes

“Man, Woman, Child...Human, Elf, or Drow...Fear knows no bounds. No weakness. No cure. Only the subtle, weak numbing that is hope and love.”

“Magic, like slaves or lovers...It’s a tool, just as others are. A spell’s verbal component is just as potent as a well placed lie or an ill-tongued rumor.”

“Deception. A simple word with so many children it has borne. Lies, rumors, gossip, plots, schemes, secrets, whispers, and fears. All of these are

aspects of deception. I intend to embody that of Fear and Deception. Now kneel."

"You leap far too quickly to blade and bow, to your chestplate of armor...Try subtlety. Wield your tongue as your blade, your petrifying gaze as your bow and your illustrious gown as your armor...None shall question you, and if they do...You didn't do it well enough."

"The Great Weave of Magic...Almost as important as the Web that is this mortal coil. Just as you pluck magic from the air, so too can you pluck the strings that tie pitiful souls together...Perhaps even sever them?"

"Truth is more important than perceptions, but as we all know perceptions are far more useful."

Organization/Affiliation

House Llorhel. "The Weavers".

Backstory

Born and raised in Drow Society she was taught the basics of it all. Manipulation, Magics, deception, and what drives mortals to do what they do. She was told power and Magic was the way to obtain one's independence and rights of life. She saw it differently.

Amongst Drow society, she displayed a dual persona of sorts. To her House and family, and even her closest allies she was as cruel, vicious, frightening and domineering as any being in the realm but to the public, her community...Even her lessers, slaves, and workers she was the epitome of kindness, compassion, mercy and love. She is driven by the fear of others.

Their gossip, drama, secrets, lies and rumors for all knowledge is good knowledge.

Before she was head of her household she was spoiled by her own family in a sense, ensuring that she had learned, done and had access to all that she needed to one day take over the Household. It was the intense regiments of studies, training, classes, and “tests” as they called them. She as a person learned through all of this, that Fear was a useful tool to use but not one to have. It made others weak, so as the source of negative emotions, she could not afford to feel such fear. Fear and Deception, Distrust and Paranoia became her primary weapons against those who would oppose her as a Drow Lady and even as a Head of Household.

As head of her Household and Noble Family, she is married with two children. She bound herself to her husband “Athran” to forge an alliance between her house and his, eventually merging his House and it’s Assets into her own to grow in power and influence even more. Eventually they did have their two children. Their eldest son “Korvan”(Core-ven) and their youngest son “Llerhil” (Lair-il). Athran serves as her equal, even though he’s quite a submissive fellow, and as her primary diplomatic advisor and figurehead for when she can’t attend meetings or events herself. Korvan, at the age of 81, became her personal bodyguard due to his natural skill and talent with weapons and swordsmanship. She is never seen in public without him at her side. Llerhil, being only twenty four, serves no real duties of the House but seems to be an adequate studier of magic and the arcane.

She, just like her youngest son, is also studying the arts of magic alongside him. Though he shows more talent than she does, she still enjoys learning the Dark Magics alongside her child. With this Magic and her House, she serves Werneth Mon’tu and her Lord, N’hil Ochar Vez. She serves her lord by being a House primarily focused on Diplomacy, Information, and Political Interactions while her smaller trade business consists of Silks, Fabrics, Designs, Fashions, Jewelries, and Attire and on the lowkey side, she’s a major importer of Slaves, Torture, and Interrigation.

Information is her goal, and she excels at many ways to obtain it. Torture, Gossip, Rumors, Social interactions, Studies, etc.

NPC's Related to/Working for Llorhisu.

Athran: Drow Rogue, Nobleman. Husband. Head of Economic/Mercantile affairs of House Llorhel.



Korvan: Drow Fighter, Nobleman and Bodyguard. Eldest Son. Military Head of House Llorhel.



Llerhil: Drow Novice Wizard, Nobleman. Youngest Son.



Murtagh: Human “Servant”, Head of Staff. Closest friend.



(Continued below)

Liliana: Faerin, Favored “Servant” or Maid. Gossip Monger. Informant.



Garush: Half-Orc Stable-Boy and Coachman. Around early 20's age.



((Note: Most NPC's will be restricted to the actual House location or home city. Korvan and Llorhisu are the two most likely to travel.))