

# ELVES

## APPEARANCE

*Sylvan Elves must wear elf ear tips. In addition, they must wear small light-colored crystals on their face, at least one between or above the eyes, and one at the outside corner or under each eye. Additional crystals may be worn if desired.*

**Dark Elves & Drow** must wear elf ear tips. In addition, any exposed skin must be covered in gray and purple makeup . They must also wear small clear crystals on their face, at least one above the eyes and one at the outside corner or under each eye.

## RACIAL SKILLS

Sylvan	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Bow Mastery	Sylvan gains Knowledge Missile Mastery, and increases base damage of Bows they use by 1.	Constant		Self	None

Dark Elf/ Drow	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Shadow Training	Dark Elf or Drow gains the knowledge skills Blind Fighting and Backstab.	Constant		Self	None

Elf	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	5		Mana Flow	The Elf gains +1 Mana Efficiency, to a minimum cost of 1 mana per spell or prayer. This ability stacks with any other Efficiency effect.	5 min	Instant	Self	Once per tag
	4		Prayer Immunity	The Elf is immune to any one prayer of rank 1-3 Prayer of their choosing. Once the prayer is chosen this is permanent.	Constant		Self	None
	3		Advanced Concealment	An Item on the Elf cannot be found through any Searching or Concealment Breaking effect from one attempt.	One Search	Invoked	Self	Once per Tag

Elf	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	4		Resist Alchemy	The Elf may resist one Poison effect (Ingested, Contact, Blade, or Dust).	Instant	Instant	Self	Once per Tag
	4		Meld with Tree	An Elf may gain a "Sanctuary" effect, as long as they maintain contact equal in width to the shoulder width of the elf, and hold their arm up at a right angle with their palm pointed forward. The elf is considered inside of the tree. While the elf is inside the tree, the tree may not be harmed in any way.	30 min	Instant	Self	Once per Tag
	3		Call for Aid	The Elf may force a Target to protect the Elf, after striking them with a spell packet. The Target reacts normally to all other players. Any attack from the caster will break this effect. This is a mind effect.	30 min	Instant	Any	Once per event
	3		Divine Restoration	After praying at any Religious Site or Altar of any Eddar, Sh'ddar, or Woddar God (e.g. Altar Stones, Druid Grove), the Elf may receive a "Regenerate All" effect. This will heal an Elf for all essence damage up to their maximum healable essence pool. It will also regenerate all limbs and organ damage. This will cure all diseases of rank 1 through 4 on the target. This will have no effect on an elf without an intact torso and attached head.	Instant	Instant	Self	Once per tag