

# Merrowkin

## APPEARANCE

**Merrowkin** – They should have 75% of their face light blue. They should also have a darker blue scale pattern on top of the light blue on the forehead, down the sides of face, and cheekbones. Players can add a small amount of different colored scales based on their bloodline. In addition, they must wear small 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. Sea elf ears may be worn if desired.

## RACIAL SKILLS

Merrowkin	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Child of the Tides	Merrowkin gains the knowledge to use any spear and increase the damage by 1. They also gain the ability to breathe underwater, and they are not hindered by underwater effects.	Constant		Self	None

Merrowkin	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	5		Mana Flow	The Merrowkin 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 Merrowkin 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 Merrowkin cannot be found through any Searching or Concealment Breaking effect from one attempt.	One Search	Invoked	Self	Once per Tag
	4		Resist Alchemy	The Merrowkin may resist one Poison effect (Ingested, Contact, Blade, or Dust).	Instant	Instant	Self	Once per Tag

	1		Siren Song	The Merrowkin gains the bard sub profession.	Constant		Self	None
	3		Call for Aid	The Merrowkin 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 Merrowkin may receive a "Regenerate All" effect. This will heal a Merrowkin 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 a Merrowkin without an intact torso and attached head.	Instant	Instant	Self	Once per tag