



Name	Night Elf				Race	Faerie				Loot	Fae Wing (Dk Blue)		Level	7
Body	11	Arms	11	Legs	11	R-Mana	40	S/SC	24		Gold	70	XC	70
*** Normal weapons have no effect on Faeries, only Enchanted/Blessed***												Negate Win	3	
Small Lv2(Sling), Medium Lv2(“Deflect 10S” Thrown/Bow 3x/hr), Light Lv2(Deflect Great/Mass 3x/hr)														
Knife Lv2(Paired),Short Sword Lv3(Paired & Hit weapon “Disarm” 3x/hr), Long Sword Lv2(Paired), PoleArm&Spear Lv2(Pole-Hit Limb “Amputate” 6 HP, <u>Spear</u> -Hit shoulder “Blind 10s”, 3x/hr), Short Bow														
Skill	Create Wizards Fetish Lv3(Unique item with black tape and silver marker stores 9 extra Spells for use in your Spell Cycle, Spells can be recharged following normal rules for recharging Spell Cycles, 3x/hr)													
Cleric	Fly Lv3(9x/hr,“Fly 9M”, Spin up to 2' of rope overhead, Can only be hit by ranged at 25' or more away)													
Skill	True Sight Lv3(“ True Sight 9M”, Can see Hidden, (Signal with Fist over eyes(, Invisible (Open hand over eyes) & Astral (Open hand under eyes), 9x/hr)													
Skill	Disembowel Lv3(3S study time, Can cut through Medium armour not Heavy, 2 bladed weapons, X-slice, “Disembowel”, 6 HP damage, 9x/hr)													
Skill	Hone Weapon Lv2(1M with weapon that you have the Skill to use, “Hone Weapon 10M”, acts as Enchanted for 10M, 6x/hr)													
Skill	Sacrifice Lv3(30S remove heart, 30S ritual, Stab heart, Receive +3/+3/+3 OR +1 Prayer or Spell back into your Prayer or Spell Cycle, 9x/hr)													
Skill	Shank Lv3(Hit up to 2 Targets in Medium Armour or less in Back with Knife, Must be undetected, “Shank”, 3 HP damage to body, 9x/hr)													
Skill	Sneak Lv3(You and Target Player (if desired) must both be in shadows motionless & undetected for 10S then 'Hidden' for 9M, Can move in shadows while Hidden, 9x/hr)													
Spell	Breathe Without Air Lv3(CT-3S, SS -1, “Breathe Without Air 9M” negates any negative effects of all 'Cloud' magic, By touch to Target)													

- Spell** Cloud of Dust Lv3(CT-6S, SS -2, Throw Rice 360 for 3 revolutions, “Cloud of Blind 9S”, all Targets hit are affected)
- Spell** Deflection Lv2(CT-3S, SS -1, “Deflect 45S”, You or Target by touch are immune to all hand and bow launched projectiles)
- Spell** Light Target Lv3(CT-3S, SS -1, “Light Target 2M”, Flashlight of no more than 6 LED's in strength, Negates Hidden & Invisible on Target when shone on them)
- Spell** Nightmare Lv2(CT- 6S, SS- 2, Touch Target, “Fear 20S”, Target must flee for duration)
- Spell** Sleep Lv3(CT- 3S, SS- 1, Throw Rice, “Sleep 1M”, One Target Player hit is affected, 1 HP or 3S shaking wakes them)
- Spell** Silence Lv3(CT- 6S, SS- 2, Throw rice, “Silence 1M”, Target Player hit can no longer speak, cast Spells or Prayers)
