

ALLACAYA

Personality:

Elves use magic in their daily lives for many situations, whether for hunting, or when meeting strangers, or even in battle. They divide magic into two categories: first *mandra*, which is their own form of spellcasting in harmony with nature; and second, all other ways, which they detest and even fear. None can match their skills in bow and arrow, tracking, and survival. However, they lack knowledge of human laws and customs. Money and nobility mean nothing to them and seem as strange as certain human mannerisms. Wyldrillers are as comfortable in the woods as they are in grasslands, glades, and meadows. They find human towns and cities to be strange places, fascinatingly different but just as often feared for their many distractions. Orcs are the elves' ancient nemeses. While elves are a bit shy around dwarves, the short people are not their enemies.



Advantages:

BEAUTIFUL VOICE:

The character has a distinctive voice that most intelligent beings find pleasant.

Rules: Skill checks using Singing receive a bonus of 1.

DARKSIGHT I:

There are beings on Dere who can see in very low-light conditions as if it were the brightest day. Non-human races like elves, dwarves, orcs, and goblins all have Darksight.

Rules: At level I of this advantage, reduce darkness penalties by one level. Level II allows you to ignore all darkness penalties. In complete darkness, Darksight (level I or II) doesn't work at all and the full penalties for complete darkness apply (see page 348).

GOOD LOOKS I:

The hero is especially handsome or lovely compared to other members of the same race. This appearance appeals to most intelligent creatures.

Rules: The hero receives a bonus of 1 per level of this advantage for checks using Commerce (Haggling), FastTalk (Hard Sell, Manipulate, Subterfuge, Sweet-Talk), and Seduction (Flirting, Romantic Arts).

NEEDS NO SLEEP:

Some creatures can go a long time without any sleep at all. Elves in particular are known for staying awake for days on end without suffering fatigue.

Rules: Characters with this advantage don't need to sleep regularly and can stay awake for a week without getting tired. However, they must make up for the lost sleep later. Some races need actual sleep to recover, while others need only meditation or a similar technique. A hero with this advantage who goes without sleep cannot benefit from regular sleep and rest during Regeneration Phases (but can benefit from healing herbs and the skill Treat Wounds).

RESISTANT TO AGING:

Some Aventurian beings, such as elves or egg-born witches, don't age like ordinary mortals. Heroes with Resistant to Aging don't physically age after a certain point (for most races, this occurs between the ages of 25 and 30).

Rules: The hero is immune to natural and magical aging, and does not suffer the negative effects of old age.

SPELLCASTER:

On Dere, the gift of magic must be inborn. Only characters with this advantage receive arcane energy and possess the talent needed to cast spells and perform magical actions.

Rules: The spellcaster receives an arcane energy base stat of 20 AE. This advantage doesn't include the special ability Tradition (see page 274), which you must purchase separately. All Spellcasters must start the game with a Tradition. You cannot purchase this advantage later in the game.

TWO-VOICED SINGING:

Two-Voiced Singing is an ability possessed by elves. With it, they can sing magical elven songs. When singing, the elf's voice sounds as if a second voice is harmonizing with the first one.

Rules: A hero can use Two-Voiced Singing and can learn magical elven songs. The hero can use the application Two-Voiced Singing for the skill Singing.

Disadvantages:

BAD LUCK:

Not every hero is born lucky. Some adventurers possess considerably less luck than their companions.

Rules: The hero starts the game with one less FtP per level of this disadvantage. The hero's maximum number of FtP drops, too, by one point per level of this disadvantage. The hero's total number of FtP cannot be reduced below 0.

INCOMPETENT (Carousing):

Some people are particularly inept and incapable in certain situations.

Rules: When making skill checks for the named skill, the hero must reroll the best die and keep the second result. An adventurer cannot be Incompetent with more than two skills.

PERSONALITY FLAW:

Personality Flaws are particularly unpleasant behaviors or habits that can make life with other people complicated.

Rules: The GM can penalize relevant skill checks by 1 in applicable situations. You can choose at most two personality flaws per hero (the exception is Unworldly—see below).

Arrogance: These characters think they're better than everyone else and like to let people know. Possible penalties: Commerce (Haggling) and social skills without Intimidation and Willpower.

Unworldly: The hero is ignorant (perhaps willfully so) of certain aspects of everyday life on Dere, and may not know anything about concepts such as money, social norms, rules of etiquette, or the achievements of civilization.

Possible penalties: Commerce (Haggling) and all social skills.

SENSITIVE NOSE:

A character with this disadvantage has a delicate sense of smell. Offensive odors, like decay or feces, can cause dizziness and nausea. Elves commonly suffer this disadvantage.

Rules: The hero suffers one level of the condition Stupor as long as the smell persists.

SPECIAL ABILITIES:

AREA KNOWLEDGE (Specific Area)

You know the region of your birth (or where you have lived for many years) better than other places.

Rules: Area Knowledge grants a bonus of 1 for checks using Streetwise and Orienting in the named location. Area Knowledge must be purchased for each area. This can be a village and its surroundings, a small town, a neighborhood in a city, a path, or even a road.

SKILL SPECIALIZATION (Sailing):

The hero can specialize in certain applications of skills. Many skill descriptions mention applications, but not necessarily all that are available for that skill. Ask the GM about others that may exist.

Rules: A hero receives a skill rating bonus of 2 when making a check using the application. Heroes can specialize in a maximum of three applications per skill. This application's bonus can raise the skill's SR above the normal maximum (as determined by Experience Level during hero creation—see page 39).

TRADITION ELF:

- Spells from the elven Tradition require magical gestures and line of sight to the target. In addition, the spellcaster must sing or speak any necessary formula.
- Spells from the elven Tradition last twice the stated duration when cast by an elf.
- Elves can learn and use elven magical songs (elves meet the prerequisite of Two-Voiced Singing).
- The primary attribute of this Tradition is Intuition.

SPELLS:

SONG OF FRIENDSHIP

Check: INT/CHA/CHA

Effect: Two elves who play the Song of Friendship together forge a solid bond of companionship. This can happen only once during an elf's lifetime. The song consists of three stanzas, each lasting one hour, and which must be played on three consecutive days simultaneously by both participants. Elves connected by this song feel each other's presence and can perceive each other's strong emotions over great distances. They can cast the spell Balsam on each other even if they have spent all of their AE (in such cases, they can use the spell to transfer LP from one to the other, as needed).

Skill: Music

AE Cost: 4 AE per hour, 1 permanent AE for the last stanza

Property: Influence

SIREN CALL (Cantrip)

A small animal (like a dove or a squirrel) is curious and moves closer to you. The effect lasts 5 minutes.

Range: 4 yards

Duration: 5 minutes

Target Category: Animals

Property: Influence

ARMATRUTZ

The Armatrutz covers your skin with magical armor. This armor does not encumber you, and its effect stacks with other armor worn on the body.

Check: SGC/INT/DEX

Effect: Your skin hardens without losing flexibility, providing a natural protection that adds to any armor worn on the body, without raising encumbrance. You must decide how many additional points of PRO you want before casting the spell, up to a maximum of 3 points.

Casting Time: 1 Action

AE Cost: 4 AE for PRO 1, 8 AE for PRO 2, 16 AE for PRO 3 (you cannot use a modification on this spell's cost)

Range: Self

Duration: QL x 3 in minutes

Target Category: Creatures

Property: Healing

Traditions: General

AXXELERATUS

The spell Axxeleratus gives the target the speed of a jungle cat, granting much faster movement. This gives advantages in combat, as noted below.

Check: SGC/INT/DEX

Effect: Accelerates the target's movements supernaturally, granting +1 Defense, Movement x 2, and Initiative base stat x 2. Also, in combat, the target's opponents suffer a penalty of 2 to their defenses.

Casting Time: 1 Action

AE Cost: 8 AE

Range: Touch

Duration: QL x 5 in combat rounds

Target Category: Living Creatures

Property: Healing

Traditions: Elf

BALSAM SALABUNDE

The classic healing spell that allows you to mend wounds by laying on hands.

Check: SGC/INT/DEX

Effect: The target recovers a number of LP equal to the AE spent on the spell. You can spend as much AE as you have SR in the spell. The healing occurs in six minutes, but each QL reduces the healing time by 1 minute. If you start casting the spell during the time

period defined by a mortally wounded character's Constitution, you can save that character's life (see LifeSaving Measures and Death in Chapter 12: Detailed Rules, on page 340). If the spell is interrupted, the patient survives only for the number of combat rounds that remain, as described there.

Casting Time: 16 Actions

AE Cost: 1 AE per LP, minimum of 4 AE (you cannot use a modification on this spell's cost)

Range: Touch

Duration: Immediate

Target Category: Intelligent Creatures

Property: Healing

Traditions: General

BREATH WATER

This spell allows elves to breathe both in the air and underwater.

Check: SGC/INT/CON

Effect: The target can breathe underwater for 1 minute per QL and extend the time with additional AE.

Casting Time: 8 Actions

AE Cost: 4 AE (casting) + 2 AE per 5 minutes

Range: Touch

Duration: Sustained

Target Category: Living Creatures

Property: Transformation

Traditions: Elf

EAGLE EYE

This spell is the reason people think the elves have supernatural senses.

Check: SGC/INT/DEX

Effect: Raise the skill Perception for the duration of the spell by QL +3 of the spell.

Casting Time: 2 Actions

AE Cost: 4 AE (casting) + 2 AE per 5 minutes

Range: Self

Duration: Sustained

Target Category: Creatures

Property: Healing

Traditions: Elf

FULMINICTUS

This combat spell hits the target automatically—no dodge or parry is possible.

Check: SGC/INT/CON (modified by Toughness)

Effect: The target's aura is harmed and its body suffers a series of small physical inner wounds. The spell inflicts 2D6 + (QL x 2) damage. Armor does not protect against this spell. The spell hits its target automatically, and the target cannot dodge or parry.

Casting Time: 1 Action

AE Cost: 8 AE (you cannot use a modification on this spell's cost)

Range: 8 yards

Duration: Immediate

Target Category: Living Creatures

Property: Transformation

Traditions: Elf

HAWK EYE

Ranged combatants use this spell to be more precise and deadly with their ranged attacks. This spell is the reason behind the legendary elven accuracy with bows.

Check: COU/SGC/INT

Effect: The spell's recipient gains a mental connection to the attack's target. The recipient's next ranged attack receives a bonus equal to the spell's QL.

Casting Time: 2 Actions

AE Cost: 4 AE

Range: Touch

Duration: Until the next shot, but no longer than QL x 2 combat rounds

Target Category: Living Creatures

Property: Clairvoyance

Traditions: Elf

ODEM ARCANUM

As one of the most basic of all Tradition spells, Odem allows you to perceive magic.

Check: COU/SGC/INT

Effect: Finds active magic on items or people. Enchanted objects and other sources of magic give off a red shimmer when examined with Odem. It can also increase the effectiveness of an Analyze spell or a magical analysis (see pages 268 and 299). Depending on the AE of the target, the check can suffer a penalty or receive a bonus. The spellcaster can examine only

one creature or object within range, not everything that happens to be in view. The spellcaster receives information or bonuses based on QL.

QL 1: Is there magic present?

QL 2: The maximum QL you can achieve with the magical analysis check rises by 1.

QL 3: Receive a bonus of 1 on the check for the Analyze spell cast subsequently on the same target.

QL 4: Receive a bonus of 2 on the check for the Analyze spell cast subsequently on the same target.

QL 5: The maximum QL you can achieve with the magical analysis check rises by 2.

QL 6: Receive a bonus of 3 on the check for the Analyze spell cast subsequently on the same target.

Bonuses to maximum QL or Analyze are not cumulative. Also, the hero receives only the highest bonus of each type. For example, a result of QL 4 for Odem grants an Analyze bonus of 2 (not 3) and the maximum QL for magical analysis rises by 1. Similarly, a result of QL 6 for Odem grants an Analyze bonus of 3 (not 6), and the maximum QL for the magical analysis rises by 2 (not 3).

Casting Time: 2 Actions

AE Cost: 4 AE

Range: 8 yards

Duration: 1 minute

Target Category: Creatures, Objects

Property: Clairvoyance

Traditions: General

Check Modifiers for Odem	
Situation	Modifier
Per 3 permanently bound AE	+1
Per 10 effective AE	+1
Minor spirits, undead, and so on	-1
Elementals, lesser demons	+1
Djinn, horned demons with up to 5 horns	+2

SILENTIUM

This spell creates a zone of absolute silence. It's a helpful tool for thieves, and particularly useful when you need to silence an enemy spellcaster.

Check: SGC/DEX/STR

Effect: This spell creates a spherical zone in which no sound can be made or heard. The zone's radius is QL x 3 yards, with the spellcaster at the center. You must declare before casting the spell whether the zone will move with you or remain in place. In the latter case, you cannot move more than QL x 3 yards away from the zone, or else the spell effect ends immediately.

Casting Time: 8 Actions

AE Cost: 4 AE (casting) + 2 AE per 5 minutes

Range: Self

Duration: Sustained

Target Category: Zone

Property: Telekinesis

Traditions: Elf

SOMNIGRAVIS

This spell makes the target sleepy.

Check: COU/INT/CHA (modified by Spirit)

Effect: The target is overcome by fatigue. A target that suffers the condition Stupor at level IV falls asleep and only wakes from intense noise, persistent shaking, or similar stimulus, before the spell ends. If not disturbed, the target sleeps until waking naturally.

QL 1: 1 level of Stupor, for 1 combat round

QL 2: 1 level of Stupor

QL 3: 2 levels of Stupor

QL 4: 3 levels of Stupor

QL 5: 4 levels of Stupor

QL 6: 4 levels of Stupor for twice the normal duration

Casting Time: 2 Actions

AE Cost: 8 AE

Range: 8 yards

Duration: QL x 3 in minutes

Target Category: Living Creatures

Property: Influence

Traditions: Elf

VISIBILI

This spell turns the target invisible, but with one drawback—the target's clothes remain visible.

Check: SGC/INT/CON

Effect: The target turns invisible in 20 - (QL x 3) combat rounds, with the target's body slowly becoming more and more transparent until it completely disappears. Visibili affects only the target; clothes and equipment remain visible. Substances that remain in the body for more than 20 seconds become invisible, too. Substances that leave the body become visible after 20 seconds. While the spell remains in effect, the target receives the state invisible (see page 36).

Casting Time: 4 Actions

AE Cost: 8 AE (casting) + 4 AE per 5 minutes

Range: Touch

Duration: Sustained

Target Category: Living Creatures

Property: Transformation

Traditions: Elf