

## Creature Statistics

Aesir

Type: Giant Humanoid

Habitat: Fjords

Organization: Clans

Experience Cost: 50

Abilities: none

Level: 1

Agility: 9

Appearance: 10

Constitution: 13

Dexterity: 8

Fortune: 10

Reason: 9

Knowledge: 9

Perception: 9

Status: 11

Strength: 17

Voice: 9

Willpower: 10

Armour: 36

Art: 26

Construction: 36

Athletic: 36

Awareness: 28

Entertain: 27

Foods: 27

Healing: 26

Leather Work: 30

Lore: 28

Magic: 28

Maritime: 29

Melee: 35

Missile: 36

Metal Work: 36

Outdoors: 30

Sleight of Hand: 26

Resilience: 41

Resolve: 31

Social: 29

Textiles: 26

Tinker: 26

Level: 4

Agility: 12

Appearance: 10

Constitution: 16

Dexterity: 8

Fortune: 10

Reason: 9

Knowledge: 9

Perception: 9

Status: 11

Strength: 20

Voice: 9

Willpower: 10

Armour: 42

Art: 26

Construction: 36

Athletic: 36

Awareness: 28

Entertain: 27

Foods: 27

Healing: 26

Leather Work: 30

Lore: 28

Magic: 28

Maritime: 29

Melee: 53

Missile: 54

Metal Work: 36

Outdoors: 30

Sleight of Hand: 26

Resilience: 59

Resolve: 40

Social: 29

Textiles: 26

Tinker: 26

Level: 7

Agility: 15

Appearance: 10

Constitution: 19

Dexterity: 8

Fortune: 10

Reason: 9

Knowledge: 9

Perception: 9

Status: 11

Strength: 23

Voice: 9

Willpower: 10

Armour: 48

Art: 26

Construction: 36

Athletic: 36

Awareness: 28

Entertain: 27

Foods: 27

Healing: 26

Leather Work: 30

Lore: 28

Magic: 28

Maritime: 29

Melee: 71

Missile: 72

Metal Work: 36

Outdoors: 30

Sleight of Hand: 26

Resilience: 77

Resolve: 49

Social: 29

Textiles: 26

Tinker: 26

Aligator

Type: Animal

Habitat: Tropical Swamps

Organization: Solitary Killer

Experience Cost: -280

Abilities: Armour,Amphibious,Sharp Bite

Level: 0

Agility: 8

Appearance: 3

Constitution: 11

Dexterity: 3

Fortune: 5

Reason: 5

Knowledge: 3

Perception: 8

Status: 0

Strength: 26

Voice: 3

Willpower: 10

Armour: 42

Art: 16

Construction: 38

Athletic: 42

Awareness: 18

Entertain: 16

Foods: 16

Healing: 11

Leather Work: 23

Lore: 18

Magic: 18

Maritime: 22

Melee: 38

Missile: 39

Metal Work: 38

Outdoors: 21

Sleight of Hand: 16

Resilience: 48

Resolve: 21

Social: 16

Textiles: 11

Tinker: 11

Level: 3

Agility: 11

Appearance: 3

Constitution: 14

Dexterity: 3

Fortune: 5

Reason: 5

Knowledge: 3

Perception: 8

Status: 0

Strength: 29

Voice: 3

Willpower: 10

Armour: 48

Art: 16

Construction: 38

Athletic: 42

Awareness: 18

Entertain: 16

Foods: 16

Healing: 11

Leather Work: 23

Lore: 18

Magic: 18

Maritime: 22

Melee: 56

Missile: 57

Metal Work: 38

Outdoors: 21

Sleight of Hand: 16

Resilience: 66

Resolve: 30

Social: 16

Textiles: 11

Tinker: 11

Level: 6

Agility: 14

Appearance: 3

Constitution: 17

Dexterity: 3

Fortune: 5

Reason: 5

Knowledge: 3

Perception: 8

Status: 0

Strength: 32

Voice: 3

Willpower: 10

Armour: 54

Art: 16

Construction: 38

Athletic: 42

Awareness: 18

Entertain: 16

Foods: 16

Healing: 11

Leather Work: 23

Lore: 18

Magic: 18

Maritime: 22

Melee: 74

Missile: 75

Metal Work: 38

Outdoors: 21

Sleight of Hand: 16

Resilience: 84

Resolve: 39

Social: 16

Textiles: 11

Tinker: 11

Angel

Type: Incarnate Spirit

Habitat: Fluffy Clouds

Organization: Legions

Experience Cost: 5050

Abilities: Immortal, Incredible Sight, Wings

Level: 6

Agility: 15

Appearance: 20

Constitution: 16

Dexterity: 14

Fortune: 20

Reason: 15

Knowledge: 15

Perception: 20

Status: 20

Strength: 16

Voice: 20

Willpower: 10

Armour: 44

Art: 49

Construction: 44

Athletic: 44

Awareness: 55

Entertain: 55

Foods: 50

Healing: 44

Leather Work: 39

Lore: 40

Magic: 40

Maritime: 44

Melee: 46

Missile: 52

Metal Work: 44

Outdoors: 50

Sleight of Hand: 49

Resilience: 43

Resolve: 43

Social: 50

Textiles: 44

Tinker: 44

Level: 9

Agility: 18

Appearance: 20

Constitution: 19

Dexterity: 14

Fortune: 20

Reason: 15

Knowledge: 15

Perception: 20

Status: 20

Strength: 19

Voice: 20

Willpower: 10

Armour: 50

Art: 49

Construction: 44

Athletic: 44

Awareness: 55

Entertain: 55

Foods: 50

Healing: 44

Leather Work: 39

Lore: 40

Magic: 40

Maritime: 44

Melee: 64

Missile: 70

Metal Work: 44

Outdoors: 50

Sleight of Hand: 49

Resilience: 61

Resolve: 52

Social: 50

Textiles: 44

Tinker: 44

Level: 12

Agility: 21

Appearance: 20

Constitution: 22

Dexterity: 14

Fortune: 20

Reason: 15

Knowledge: 15

Perception: 20

Status: 20

Strength: 22

Voice: 20

Willpower: 10

Armour: 56

Art: 49

Construction: 44

Athletic: 44

Awareness: 55

Entertain: 55

Foods: 50

Healing: 44

Leather Work: 39

Lore: 40

Magic: 40

Maritime: 44

Melee: 82

Missile: 88

Metal Work: 44

Outdoors: 50

Sleight of Hand: 49

Resilience: 79

Resolve: 61

Social: 50

Textiles: 44

Tinker: 44

## Centaur

Type: Mythical Hybrid

Habitat: Woods

Organization: Herd

Experience Cost: 300

Abilities: Fast,+10 Body Strength,Incredible Hearing,Incredible Sense of Smell

Level: 1

Agility: 9

Appearance: 10

Constitution: 11

Dexterity: 10

Fortune: 10

Reason: 10

Knowledge: 10

Perception: 10

Status: 10

Strength: 11

Voice: 10

Willpower: 10

Armour: 28

Art: 30

Construction: 30

Athletic: 28

Awareness: 30

Entertain: 30

Foods: 30

Healing: 30

Leather Work: 30

Lore: 30

Magic: 30

Maritime: 28

Melee: 31

Missile: 33

Metal Work: 30

Outdoors: 30

Sleight of Hand: 30

Resilience: 33

Resolve: 33

Social: 30

Textiles: 30

Tinker: 30

Level: 4

Agility: 12

Appearance: 10

Constitution: 14

Dexterity: 10

Fortune: 10

Reason: 10

Knowledge: 10

Perception: 10

Status: 10

Strength: 14

Voice: 10

Willpower: 10

Armour: 34

Art: 30

Construction: 30

Athletic: 28

Awareness: 30

Entertain: 30

Foods: 30

Healing: 30

Leather Work: 30

Lore: 30

Magic: 30

Maritime: 28

Melee: 49

Missile: 51

Metal Work: 30

Outdoors: 30

Sleight of Hand: 30

Resilience: 51

Resolve: 42

Social: 30

Textiles: 30

Tinker: 30

Level: 7

Agility: 15

Appearance: 10

Constitution: 17

Dexterity: 10

Fortune: 10

Reason: 10

Knowledge: 10

Perception: 10

Status: 10

Strength: 17

Voice: 10

Willpower: 10

Armour: 40

Art: 30

Construction: 30

Athletic: 28

Awareness: 30

Entertain: 30

Foods: 30

Healing: 30

Leather Work: 30

Lore: 30

Magic: 30

Maritime: 28

Melee: 67

Missile: 69

Metal Work: 30

Outdoors: 30

Sleight of Hand: 30

Resilience: 69

Resolve: 51

Social: 30

Textiles: 30

Tinker: 30

## Deer

Type: Herbivore

Habitat: Wood Lands

Organization: Herd

Experience Cost: -1000

Abilities: Fast,Horns,Incredible Hearing,Incredible Sense of Smell

Level: 0

Agility: 11

Appearance: 12

Constitution: 13

Dexterity: 3

Fortune: 10

Reason: 10

Knowledge: 4

Perception: 18

Status: 0

Strength: 16

Voice: 2

Willpower: 10

Armour: 37

Art: 31

Construction: 30

Athletic: 37

Awareness: 38

Entertain: 30

Foods: 32

Healing: 17

Leather Work: 25

Lore: 24

Magic: 24

Maritime: 32

Melee: 31

Missile: 39

Metal Work: 30

Outdoors: 34

Sleight of Hand: 31

Resilience: 40

Resolve: 27

Social: 24

Textiles: 17

Tinker: 17

Level: 3

Agility: 14

Appearance: 12

Constitution: 16

Dexterity: 3

Fortune: 10

Reason: 10

Knowledge: 4

Perception: 18

Status: 0

Strength: 19

Voice: 2

Willpower: 10

Armour: 43

Art: 31

Construction: 30

Athletic: 37

Awareness: 38

Entertain: 30

Foods: 32

Healing: 17

Leather Work: 25

Lore: 24

Magic: 24

Maritime: 32

Melee: 49

Missile: 57

Metal Work: 30

Outdoors: 34

Sleight of Hand: 31

Resilience: 58

Resolve: 36

Social: 24

Textiles: 17

Tinker: 17

Level: 6

Agility: 17

Appearance: 12

Constitution: 19

Dexterity: 3

Fortune: 10

Reason: 10

Knowledge: 4

Perception: 18

Status: 0

Strength: 22

Voice: 2

Willpower: 10

Armour: 49

Art: 31

Construction: 30

Athletic: 37

Awareness: 38

Entertain: 30

Foods: 32

Healing: 17

Leather Work: 25

Lore: 24

Magic: 24

Maritime: 32

Melee: 67

Missile: 75

Metal Work: 30

Outdoors: 34

Sleight of Hand: 31

Resilience: 76

Resolve: 45

Social: 24

Textiles: 17

Tinker: 17

Demon

Type: Incarnate Spirit

Habitat: Firey Pit

Organization: Legions

Experience Cost: 3250

Abilities: Armour,Claws,Horns,Immortal,Sharp Bite,Flight

Level: 4

Agility: 13

Appearance: 8

Constitution: 19

Dexterity: 12

Fortune: 7

Reason: 16

Knowledge: 16

Perception: 14

Status: 15

Strength: 26

Voice: 8

Willpower: 18

Armour: 55

Art: 42

Construction: 55

Athletic: 55

Awareness: 37

Entertain: 38

Foods: 46

Healing: 44

Leather Work: 48

Lore: 50

Magic: 50

Maritime: 46

Melee: 52

Missile: 54

Metal Work: 55

Outdoors: 48

Sleight of Hand: 42

Resilience: 64

Resolve: 53

Social: 34

Textiles: 44

Tinker: 44

Level: 7

Agility: 16

Appearance: 8

Constitution: 22

Dexterity: 12

Fortune: 7

Reason: 16

Knowledge: 16

Perception: 14

Status: 15

Strength: 29

Voice: 8

Willpower: 18

Armour: 61

Art: 42

Construction: 55

Athletic: 55

Awareness: 37

Entertain: 38

Foods: 46

Healing: 44

Leather Work: 48

Lore: 50

Magic: 50

Maritime: 46

Melee: 70

Missile: 72

Metal Work: 55

Outdoors: 48

Sleight of Hand: 42

Resilience: 82

Resolve: 62

Social: 34

Textiles: 44

Tinker: 44

Level: 10

Agility: 19

Appearance: 8

Constitution: 25

Dexterity: 12

Fortune: 7

Reason: 16

Knowledge: 16

Perception: 14

Status: 15

Strength: 32

Voice: 8

Willpower: 18

Armour: 67

Art: 42

Construction: 55

Athletic: 55

Awareness: 37

Entertain: 38

Foods: 46

Healing: 44

Leather Work: 48

Lore: 50

Magic: 50

Maritime: 46

Melee: 88

Missile: 90

Metal Work: 55

Outdoors: 48

Sleight of Hand: 42

Resilience: 100

Resolve: 71

Social: 34

Textiles: 44

Tinker: 44

Dragon

Type: Wyrm

Habitat: Mountains and Caverns

Organization: Solitary Killer

Experience Cost: 2500

Abilities: Armour,Sharp Bite,Sharp Claws,Flight

Level: 3

Agility: 16

Appearance: 15

Constitution: 11

Dexterity: 8

Fortune: 10

Reason: 12

Knowledge: 12

Perception: 15

Status: 15

Strength: 41

Voice: 15

Willpower: 15

Armour: 65

Art: 35

Construction: 58

Athletic: 65

Awareness: 37

Entertain: 42

Foods: 39

Healing: 32

Leather Work: 33

Lore: 39

Magic: 39

Maritime: 37

Melee: 66

Missile: 66

Metal Work: 58

Outdoors: 37

Sleight of Hand: 35

Resilience: 68

Resolve: 42

Social: 45

Textiles: 32

Tinker: 32

Level: 6

Agility: 19

Appearance: 15

Constitution: 14

Dexterity: 8

Fortune: 10

Reason: 12

Knowledge: 12

Perception: 15

Status: 15

Strength: 44

Voice: 15

Willpower: 15

Armour: 71

Art: 35

Construction: 58

Athletic: 65

Awareness: 37

Entertain: 42

Foods: 39

Healing: 32

Leather Work: 33

Lore: 39

Magic: 39

Maritime: 37

Melee: 84

Missile: 84

Metal Work: 58

Outdoors: 37

Sleight of Hand: 35

Resilience: 86

Resolve: 51

Social: 45

Textiles: 32

Tinker: 32

Level: 9

Agility: 22

Appearance: 15

Constitution: 17

Dexterity: 8

Fortune: 10

Reason: 12

Knowledge: 12

Perception: 15

Status: 15

Strength: 47

Voice: 15

Willpower: 15

Armour: 77

Art: 35

Construction: 58

Athletic: 65

Awareness: 37

Entertain: 42

Foods: 39

Healing: 32

Leather Work: 33

Lore: 39

Magic: 39

Maritime: 37

Melee: 102

Missile: 102

Metal Work: 58

Outdoors: 37

Sleight of Hand: 35

Resilience: 104

Resolve: 60

Social: 45

Textiles: 32

Tinker: 32

## Dwarf

Type: Mythical Humanoid  
Habitat: Mountains and Caverns  
Organization: City Dwellers  
Experience Cost: 200  
Abilities: 12

Level: 1  
Agility: 9  
Appearance: 8  
Constitution: 13  
Dexterity: 11  
Fortune: 10  
Reason: 9  
Knowledge: 11  
Perception: 10  
Status: 10  
Strength: 11  
Voice: 10  
Willpower: 9

Armour: 30  
Art: 30  
Construction: 33  
Athletic: 30  
Awareness: 29  
Entertain: 29  
Foods: 30  
Healing: 31  
Leather Work: 32  
Lore: 29  
Magic: 29  
Maritime: 29  
Melee: 32  
Missile: 34  
Metal Work: 33  
Outdoors: 33  
Sleight of Hand: 30  
Resilience: 34  
Resolve: 32  
Social: 27  
Textiles: 31  
Tinker: 31

Level: 4  
Agility: 12  
Appearance: 8  
Constitution: 16  
Dexterity: 11  
Fortune: 10  
Reason: 9  
Knowledge: 11  
Perception: 10  
Status: 10  
Strength: 14  
Voice: 10  
Willpower: 9

Armour: 36  
Art: 30  
Construction: 33  
Athletic: 30  
Awareness: 29  
Entertain: 29  
Foods: 30  
Healing: 31  
Leather Work: 32  
Lore: 29  
Magic: 29  
Maritime: 29  
Melee: 50  
Missile: 52  
Metal Work: 33  
Outdoors: 33  
Sleight of Hand: 30  
Resilience: 52  
Resolve: 41  
Social: 27  
Textiles: 31  
Tinker: 31

Level: 7  
Agility: 15  
Appearance: 8  
Constitution: 19  
Dexterity: 11  
Fortune: 10  
Reason: 9  
Knowledge: 11  
Perception: 10  
Status: 10  
Strength: 17  
Voice: 10  
Willpower: 9

Armour: 42  
Art: 30  
Construction: 33  
Athletic: 30  
Awareness: 29  
Entertain: 29  
Foods: 30  
Healing: 31  
Leather Work: 32  
Lore: 29  
Magic: 29  
Maritime: 29  
Melee: 68  
Missile: 70  
Metal Work: 33  
Outdoors: 33  
Sleight of Hand: 30  
Resilience: 70  
Resolve: 50  
Social: 27  
Textiles: 31  
Tinker: 31



## Elf

Type: Fey Humanoid

Habitat: Hidden Enclaves

Organization: Woods

Experience Cost: 500

Abilities: Immortal, Night Vision

Level: 1

Agility: 12

Appearance: 12

Constitution: 10

Dexterity: 11

Fortune: 10

Reason: 11

Knowledge: 11

Perception: 12

Status: 10

Strength: 10

Voice: 12

Willpower: 10

Armour: 29

Art: 34

Construction: 29

Athletic: 29

Awareness: 33

Entertain: 35

Foods: 34

Healing: 33

Leather Work: 30

Lore: 32

Magic: 32

Maritime: 31

Melee: 34

Missile: 35

Metal Work: 29

Outdoors: 32

Sleight of Hand: 34

Resilience: 31

Resolve: 35

Social: 34

Textiles: 33

Tinker: 33

Level: 4

Agility: 15

Appearance: 12

Constitution: 13

Dexterity: 11

Fortune: 10

Reason: 11

Knowledge: 11

Perception: 12

Status: 10

Strength: 13

Voice: 12

Willpower: 10

Armour: 35

Art: 34

Construction: 29

Athletic: 29

Awareness: 33

Entertain: 35

Foods: 34

Healing: 33

Leather Work: 30

Lore: 32

Magic: 32

Maritime: 31

Melee: 52

Missile: 53

Metal Work: 29

Outdoors: 32

Sleight of Hand: 34

Resilience: 49

Resolve: 44

Social: 34

Textiles: 33

Tinker: 33

Level: 7

Agility: 18

Appearance: 12

Constitution: 16

Dexterity: 11

Fortune: 10

Reason: 11

Knowledge: 11

Perception: 12

Status: 10

Strength: 16

Voice: 12

Willpower: 10

Armour: 41

Art: 34

Construction: 29

Athletic: 29

Awareness: 33

Entertain: 35

Foods: 34

Healing: 33

Leather Work: 30

Lore: 32

Magic: 32

Maritime: 31

Melee: 70

Missile: 71

Metal Work: 29

Outdoors: 32

Sleight of Hand: 34

Resilience: 67

Resolve: 53

Social: 34

Textiles: 33

Tinker: 33

Air Elemental  
Type: Incarnate Spirit  
Habitat: The Sky  
Organization: Solitary Entity  
Experience Cost: 1750  
Abilities: Insubstantial,Flight

Level: 2  
Agility: 21  
Appearance: 0  
Constitution: 11  
Dexterity: 15  
Fortune: 20  
Reason: 5  
Knowledge: 5  
Perception: 20  
Status: 0  
Strength: 11  
Voice: 0  
Willpower: 15

Armour: 40  
Art: 40  
Construction: 35  
Athletic: 40  
Awareness: 45  
Entertain: 25  
Foods: 30  
Healing: 25  
Leather Work: 40  
Lore: 25  
Magic: 25  
Maritime: 35  
Melee: 48  
Missile: 48  
Metal Work: 35  
Outdoors: 35  
Sleight of Hand: 40  
Resilience: 38  
Resolve: 28  
Social: 15  
Textiles: 25  
Tinker: 25

Level: 5  
Agility: 24  
Appearance: 0  
Constitution: 14  
Dexterity: 15  
Fortune: 20  
Reason: 5  
Knowledge: 5  
Perception: 20  
Status: 0  
Strength: 14  
Voice: 0  
Willpower: 15

Armour: 46  
Art: 40  
Construction: 35  
Athletic: 40  
Awareness: 45  
Entertain: 25  
Foods: 30  
Healing: 25  
Leather Work: 40  
Lore: 25  
Magic: 25  
Maritime: 35  
Melee: 66  
Missile: 66  
Metal Work: 35  
Outdoors: 35  
Sleight of Hand: 40  
Resilience: 56  
Resolve: 37  
Social: 15  
Textiles: 25  
Tinker: 25

Level: 8  
Agility: 27  
Appearance: 0  
Constitution: 17  
Dexterity: 15  
Fortune: 20  
Reason: 5  
Knowledge: 5  
Perception: 20  
Status: 0  
Strength: 17  
Voice: 0  
Willpower: 15

Armour: 52  
Art: 40  
Construction: 35  
Athletic: 40  
Awareness: 45  
Entertain: 25  
Foods: 30  
Healing: 25  
Leather Work: 40  
Lore: 25  
Magic: 25  
Maritime: 35  
Melee: 84  
Missile: 84  
Metal Work: 35  
Outdoors: 35  
Sleight of Hand: 40  
Resilience: 74  
Resolve: 46  
Social: 15  
Textiles: 25  
Tinker: 25

Earth Elemental  
Type: Incarnate Spirit  
Habitat: The Ground  
Organization: Solitary Entity  
Experience Cost: 1500  
Abilities: Armour

Level: 2  
Agility: 6  
Appearance: 0  
Constitution: 21  
Dexterity: 5  
Fortune: 20  
Reason: 5  
Knowledge: 5  
Perception: 10  
Status: 0  
Strength: 21  
Voice: 0  
Willpower: 15

Armour: 45  
Art: 20  
Construction: 45  
Athletic: 45  
Awareness: 35  
Entertain: 15  
Foods: 20  
Healing: 15  
Leather Work: 40  
Lore: 25  
Magic: 25  
Maritime: 30  
Melee: 33  
Missile: 38  
Metal Work: 45  
Outdoors: 35  
Sleight of Hand: 20  
Resilience: 58  
Resolve: 28  
Social: 15  
Textiles: 15  
Tinker: 15

Level: 5  
Agility: 9  
Appearance: 0  
Constitution: 24  
Dexterity: 5  
Fortune: 20  
Reason: 5  
Knowledge: 5  
Perception: 10  
Status: 0  
Strength: 24  
Voice: 0  
Willpower: 15

Armour: 51  
Art: 20  
Construction: 45  
Athletic: 45  
Awareness: 35  
Entertain: 15  
Foods: 20  
Healing: 15  
Leather Work: 40  
Lore: 25  
Magic: 25  
Maritime: 30  
Melee: 51  
Missile: 56  
Metal Work: 45  
Outdoors: 35  
Sleight of Hand: 20  
Resilience: 76  
Resolve: 37  
Social: 15  
Textiles: 15  
Tinker: 15

Level: 8  
Agility: 12  
Appearance: 0  
Constitution: 27  
Dexterity: 5  
Fortune: 20  
Reason: 5  
Knowledge: 5  
Perception: 10  
Status: 0  
Strength: 27  
Voice: 0  
Willpower: 15

Armour: 57  
Art: 20  
Construction: 45  
Athletic: 45  
Awareness: 35  
Entertain: 15  
Foods: 20  
Healing: 15  
Leather Work: 40  
Lore: 25  
Magic: 25  
Maritime: 30  
Melee: 69  
Missile: 74  
Metal Work: 45  
Outdoors: 35  
Sleight of Hand: 20  
Resilience: 94  
Resolve: 46  
Social: 15  
Textiles: 15  
Tinker: 15

Fire Elemental

Type: Incarnate Spirit

Habitat: Dry Kindling

Organization: Solitary Entity

Experience Cost: 1500

Abilities: Burning Touch,Insubstantial

Level: 2  
Agility: 16  
Appearance: 0  
Constitution: 6  
Dexterity: 5  
Fortune: 20  
Reason: 5  
Knowledge: 5  
Perception: 5  
Status: 0  
Strength: 6  
Voice: 0  
Willpower: 15

Armour: 25  
Art: 15  
Construction: 15  
Athletic: 25  
Awareness: 30  
Entertain: 10  
Foods: 15  
Healing: 15  
Leather Work: 25  
Lore: 25  
Magic: 25  
Maritime: 25  
Melee: 28  
Missile: 18  
Metal Work: 15  
Outdoors: 15  
Sleight of Hand: 15  
Resilience: 28  
Resolve: 28  
Social: 15  
Textiles: 15  
Tinker: 15

Level: 5  
Agility: 19  
Appearance: 0  
Constitution: 9  
Dexterity: 5  
Fortune: 20  
Reason: 5  
Knowledge: 5  
Perception: 5  
Status: 0  
Strength: 9  
Voice: 0  
Willpower: 15

Armour: 31  
Art: 15  
Construction: 15  
Athletic: 25  
Awareness: 30  
Entertain: 10  
Foods: 15  
Healing: 15  
Leather Work: 25  
Lore: 25  
Magic: 25  
Maritime: 25  
Melee: 46  
Missile: 36  
Metal Work: 15  
Outdoors: 15  
Sleight of Hand: 15  
Resilience: 46  
Resolve: 37  
Social: 15  
Textiles: 15  
Tinker: 15

Level: 8  
Agility: 22  
Appearance: 0  
Constitution: 12  
Dexterity: 5  
Fortune: 20  
Reason: 5  
Knowledge: 5  
Perception: 5  
Status: 0  
Strength: 12  
Voice: 0  
Willpower: 15

Armour: 37  
Art: 15  
Construction: 15  
Athletic: 25  
Awareness: 30  
Entertain: 10  
Foods: 15  
Healing: 15  
Leather Work: 25  
Lore: 25  
Magic: 25  
Maritime: 25  
Melee: 64  
Missile: 54  
Metal Work: 15  
Outdoors: 15  
Sleight of Hand: 15  
Resilience: 64  
Resolve: 46  
Social: 15  
Textiles: 15  
Tinker: 15

Water Elemental  
Type: Incarnate Spirit  
Habitat: The Sea  
Organization: Solitary Entity  
Experience Cost: 2000  
Abilities: 15

Level: 3  
Agility: 11  
Appearance: 0  
Constitution: 16  
Dexterity: 10  
Fortune: 20  
Reason: 5  
Knowledge: 5  
Perception: 15  
Status: 0  
Strength: 16  
Voice: 0  
Willpower: 15

Armour: 40  
Art: 30  
Construction: 40  
Athletic: 40  
Awareness: 40  
Entertain: 20  
Foods: 25  
Healing: 20  
Leather Work: 40  
Lore: 25  
Magic: 25  
Maritime: 30  
Melee: 38  
Missile: 43  
Metal Work: 40  
Outdoors: 35  
Sleight of Hand: 30  
Resilience: 48  
Resolve: 28  
Social: 15  
Textiles: 20  
Tinker: 20

Level: 6  
Agility: 14  
Appearance: 0  
Constitution: 19  
Dexterity: 10  
Fortune: 20  
Reason: 5  
Knowledge: 5  
Perception: 15  
Status: 0  
Strength: 19  
Voice: 0  
Willpower: 15

Armour: 46  
Art: 30  
Construction: 40  
Athletic: 40  
Awareness: 40  
Entertain: 20  
Foods: 25  
Healing: 20  
Leather Work: 40  
Lore: 25  
Magic: 25  
Maritime: 30  
Melee: 56  
Missile: 61  
Metal Work: 40  
Outdoors: 35  
Sleight of Hand: 30  
Resilience: 66  
Resolve: 37  
Social: 15  
Textiles: 20  
Tinker: 20

Level: 9  
Agility: 17  
Appearance: 0  
Constitution: 22  
Dexterity: 10  
Fortune: 20  
Reason: 5  
Knowledge: 5  
Perception: 15  
Status: 0  
Strength: 22  
Voice: 0  
Willpower: 15

Armour: 52  
Art: 30  
Construction: 40  
Athletic: 40  
Awareness: 40  
Entertain: 20  
Foods: 25  
Healing: 20  
Leather Work: 40  
Lore: 25  
Magic: 25  
Maritime: 30  
Melee: 74  
Missile: 79  
Metal Work: 40  
Outdoors: 35  
Sleight of Hand: 30  
Resilience: 84  
Resolve: 46  
Social: 15  
Textiles: 20  
Tinker: 20

## Giant

Type: Giant Humanoid

Habitat: Wilderness

Organization: Family

Experience Cost: 320

Abilities: none

Level: 1

Agility: 9

Appearance: 8

Constitution: 11

Dexterity: 8

Fortune: 10

Reason: 10

Knowledge: 8

Perception: 10

Status: 10

Strength: 41

Voice: 8

Willpower: 12

Armour: 58

Art: 28

Construction: 58

Athletic: 58

Awareness: 30

Entertain: 28

Foods: 28

Healing: 26

Leather Work: 30

Lore: 30

Magic: 30

Maritime: 28

Melee: 59

Missile: 61

Metal Work: 58

Outdoors: 28

Sleight of Hand: 28

Resilience: 65

Resolve: 33

Social: 28

Textiles: 26

Tinker: 26

Level: 4

Agility: 12

Appearance: 8

Constitution: 14

Dexterity: 8

Fortune: 10

Reason: 10

Knowledge: 8

Perception: 10

Status: 10

Strength: 44

Voice: 8

Willpower: 12

Armour: 64

Art: 28

Construction: 58

Athletic: 58

Awareness: 30

Entertain: 28

Foods: 28

Healing: 26

Leather Work: 30

Lore: 30

Magic: 30

Maritime: 28

Melee: 77

Missile: 79

Metal Work: 58

Outdoors: 28

Sleight of Hand: 28

Resilience: 83

Resolve: 42

Social: 28

Textiles: 26

Tinker: 26

Level: 7

Agility: 15

Appearance: 8

Constitution: 17

Dexterity: 8

Fortune: 10

Reason: 10

Knowledge: 8

Perception: 10

Status: 10

Strength: 47

Voice: 8

Willpower: 12

Armour: 70

Art: 28

Construction: 58

Athletic: 58

Awareness: 30

Entertain: 28

Foods: 28

Healing: 26

Leather Work: 30

Lore: 30

Magic: 30

Maritime: 28

Melee: 95

Missile: 97

Metal Work: 58

Outdoors: 28

Sleight of Hand: 28

Resilience: 101

Resolve: 51

Social: 28

Textiles: 26

Tinker: 26

## Goblin

Type: Fae Humanoid

Habitat: Caverns and Swamps

Organization: Tribal

Experience Cost: -250

Abilities: 10

Level: 0

Agility: 13

Appearance: 8

Constitution: 12

Dexterity: 10

Fortune: 10

Reason: 8

Knowledge: 10

Perception: 10

Status: 10

Strength: 11

Voice: 8

Willpower: 8

Armour: 33

Art: 28

Construction: 31

Athletic: 33

Awareness: 28

Entertain: 26

Foods: 28

Healing: 28

Leather Work: 29

Lore: 26

Magic: 26

Maritime: 31

Melee: 35

Missile: 33

Metal Work: 31

Outdoors: 31

Sleight of Hand: 28

Resilience: 32

Resolve: 29

Social: 24

Textiles: 28

Tinker: 28

Level: 3

Agility: 16

Appearance: 8

Constitution: 15

Dexterity: 10

Fortune: 10

Reason: 8

Knowledge: 10

Perception: 10

Status: 10

Strength: 14

Voice: 8

Willpower: 8

Armour: 39

Art: 28

Construction: 31

Athletic: 33

Awareness: 28

Entertain: 26

Foods: 28

Healing: 28

Leather Work: 29

Lore: 26

Magic: 26

Maritime: 31

Melee: 53

Missile: 51

Metal Work: 31

Outdoors: 31

Sleight of Hand: 28

Resilience: 50

Resolve: 38

Social: 24

Textiles: 28

Tinker: 28

Level: 6

Agility: 19

Appearance: 8

Constitution: 18

Dexterity: 10

Fortune: 10

Reason: 8

Knowledge: 10

Perception: 10

Status: 10

Strength: 17

Voice: 8

Willpower: 8

Armour: 45

Art: 28

Construction: 31

Athletic: 33

Awareness: 28

Entertain: 26

Foods: 28

Healing: 28

Leather Work: 29

Lore: 26

Magic: 26

Maritime: 31

Melee: 71

Missile: 69

Metal Work: 31

Outdoors: 31

Sleight of Hand: 28

Resilience: 68

Resolve: 47

Social: 24

Textiles: 28

Tinker: 28

## Gryphon

Type: Mythical Beast

Habitat: Mountains

Organization: Herd

Experience Cost: 1350

Abilities: Fast, Incredible Sight, Incredible Hearing, Sharp Claws, Sharp Beak, Flight

Level: 2

Agility: 14

Appearance: 15

Constitution: 13

Dexterity: 5

Fortune: 15

Reason: 10

Knowledge: 5

Perception: 15

Status: 13

Strength: 19

Voice: 5

Willpower: 15

Armour: 43

Art: 30

Construction: 35

Athletic: 43

Awareness: 40

Entertain: 30

Foods: 30

Healing: 20

Leather Work: 32

Lore: 30

Magic: 30

Maritime: 35

Melee: 39

Missile: 41

Metal Work: 35

Outdoors: 32

Sleight of Hand: 30

Resilience: 48

Resolve: 33

Social: 35

Textiles: 20

Tinker: 20

Level: 5

Agility: 17

Appearance: 15

Constitution: 16

Dexterity: 5

Fortune: 15

Reason: 10

Knowledge: 5

Perception: 15

Status: 13

Strength: 22

Voice: 5

Willpower: 15

Armour: 49

Art: 30

Construction: 35

Athletic: 43

Awareness: 40

Entertain: 30

Foods: 30

Healing: 20

Leather Work: 32

Lore: 30

Magic: 30

Maritime: 35

Melee: 57

Missile: 59

Metal Work: 35

Outdoors: 32

Sleight of Hand: 30

Resilience: 66

Resolve: 42

Social: 35

Textiles: 20

Tinker: 20

Level: 8

Agility: 20

Appearance: 15

Constitution: 19

Dexterity: 5

Fortune: 15

Reason: 10

Knowledge: 5

Perception: 15

Status: 13

Strength: 25

Voice: 5

Willpower: 15

Armour: 55

Art: 30

Construction: 35

Athletic: 43

Awareness: 40

Entertain: 30

Foods: 30

Healing: 20

Leather Work: 32

Lore: 30

Magic: 30

Maritime: 35

Melee: 75

Missile: 77

Metal Work: 35

Outdoors: 32

Sleight of Hand: 30

Resilience: 84

Resolve: 51

Social: 35

Textiles: 20

Tinker: 20



## Hipogryph

Type: Mythical Beast

Habitat: Mountains

Organization: Herd

Experience Cost: 1950

Abilities: Fast, Incredible Sight, Incredible Hearing, Sharp Claws, Sharp Beak, Flight

Level: 2

Agility: 13

Appearance: 13

Constitution: 13

Dexterity: 5

Fortune: 13

Reason: 10

Knowledge: 5

Perception: 15

Status: 10

Strength: 21

Voice: 5

Willpower: 13

Armour: 44

Art: 30

Construction: 37

Athletic: 44

Awareness: 38

Entertain: 30

Foods: 30

Healing: 20

Leather Work: 30

Lore: 28

Magic: 28

Maritime: 34

Melee: 40

Missile: 43

Metal Work: 37

Outdoors: 32

Sleight of Hand: 30

Resilience: 48

Resolve: 31

Social: 31

Textiles: 20

Tinker: 20

Level: 5

Agility: 16

Appearance: 13

Constitution: 16

Dexterity: 5

Fortune: 13

Reason: 10

Knowledge: 5

Perception: 15

Status: 10

Strength: 24

Voice: 5

Willpower: 13

Armour: 50

Art: 30

Construction: 37

Athletic: 44

Awareness: 38

Entertain: 30

Foods: 30

Healing: 20

Leather Work: 30

Lore: 28

Magic: 28

Maritime: 34

Melee: 58

Missile: 61

Metal Work: 37

Outdoors: 32

Sleight of Hand: 30

Resilience: 66

Resolve: 40

Social: 31

Textiles: 20

Tinker: 20

Level: 8

Agility: 19

Appearance: 13

Constitution: 19

Dexterity: 5

Fortune: 13

Reason: 10

Knowledge: 5

Perception: 15

Status: 10

Strength: 27

Voice: 5

Willpower: 13

Armour: 56

Art: 30

Construction: 37

Athletic: 44

Awareness: 38

Entertain: 30

Foods: 30

Healing: 20

Leather Work: 30

Lore: 28

Magic: 28

Maritime: 34

Melee: 76

Missile: 79

Metal Work: 37

Outdoors: 32

Sleight of Hand: 30

Resilience: 84

Resolve: 49

Social: 31

Textiles: 20

Tinker: 20

Hobgoblin  
Type: Fae Humanoid  
Habitat: Caverns and Barrens  
Organization: Tribal  
Experience Cost: -50  
Abilities: Nocturnal

Level: 0  
Agility: 11  
Appearance: 8  
Constitution: 13  
Dexterity: 10  
Fortune: 10  
Reason: 10  
Knowledge: 10  
Perception: 10  
Status: 10  
Strength: 12  
Voice: 8  
Willpower: 11

Armour: 33  
Art: 30  
Construction: 33  
Athletic: 33  
Awareness: 30  
Entertain: 28  
Foods: 30  
Healing: 30  
Leather Work: 33  
Lore: 31  
Magic: 31  
Maritime: 32  
Melee: 34  
Missile: 34  
Metal Work: 33  
Outdoors: 32  
Sleight of Hand: 30  
Resilience: 37  
Resolve: 34  
Social: 27  
Textiles: 30  
Tinker: 30

Level: 3  
Agility: 14  
Appearance: 8  
Constitution: 16  
Dexterity: 10  
Fortune: 10  
Reason: 10  
Knowledge: 10  
Perception: 10  
Status: 10  
Strength: 15  
Voice: 8  
Willpower: 11

Armour: 39  
Art: 30  
Construction: 33  
Athletic: 33  
Awareness: 30  
Entertain: 28  
Foods: 30  
Healing: 30  
Leather Work: 33  
Lore: 31  
Magic: 31  
Maritime: 32  
Melee: 52  
Missile: 52  
Metal Work: 33  
Outdoors: 32  
Sleight of Hand: 30  
Resilience: 55  
Resolve: 43  
Social: 27  
Textiles: 30  
Tinker: 30

Level: 6  
Agility: 17  
Appearance: 8  
Constitution: 19  
Dexterity: 10  
Fortune: 10  
Reason: 10  
Knowledge: 10  
Perception: 10  
Status: 10  
Strength: 18  
Voice: 8  
Willpower: 11

Armour: 45  
Art: 30  
Construction: 33  
Athletic: 33  
Awareness: 30  
Entertain: 28  
Foods: 30  
Healing: 30  
Leather Work: 33  
Lore: 31  
Magic: 31  
Maritime: 32  
Melee: 70  
Missile: 70  
Metal Work: 33  
Outdoors: 32  
Sleight of Hand: 30  
Resilience: 73  
Resolve: 52  
Social: 27  
Textiles: 30  
Tinker: 30

## Horse

Type: Domestic Animal

Habitat: Plains and Pastures

Organization: Herd

Experience Cost: -60

Abilities: Fast, Incredible Hearing

Level: 0

Agility: 9

Appearance: 11

Constitution: 11

Dexterity: 3

Fortune: 10

Reason: 10

Knowledge: 3

Perception: 15

Status: 3

Strength: 21

Voice: 3

Willpower: 10

Armour: 38

Art: 28

Construction: 33

Athletic: 38

Awareness: 35

Entertain: 28

Foods: 28

Healing: 16

Leather Work: 23

Lore: 23

Magic: 23

Maritime: 28

Melee: 34

Missile: 41

Metal Work: 33

Outdoors: 28

Sleight of Hand: 28

Resilience: 43

Resolve: 26

Social: 24

Textiles: 16

Tinker: 16

Level: 3

Agility: 12

Appearance: 11

Constitution: 14

Dexterity: 3

Fortune: 10

Reason: 10

Knowledge: 3

Perception: 15

Status: 3

Strength: 24

Voice: 3

Willpower: 10

Armour: 44

Art: 28

Construction: 33

Athletic: 38

Awareness: 35

Entertain: 28

Foods: 28

Healing: 16

Leather Work: 23

Lore: 23

Magic: 23

Maritime: 28

Melee: 52

Missile: 59

Metal Work: 33

Outdoors: 28

Sleight of Hand: 28

Resilience: 61

Resolve: 35

Social: 24

Textiles: 16

Tinker: 16

Level: 6

Agility: 15

Appearance: 11

Constitution: 17

Dexterity: 3

Fortune: 10

Reason: 10

Knowledge: 3

Perception: 15

Status: 3

Strength: 27

Voice: 3

Willpower: 10

Armour: 50

Art: 28

Construction: 33

Athletic: 38

Awareness: 35

Entertain: 28

Foods: 28

Healing: 16

Leather Work: 23

Lore: 23

Magic: 23

Maritime: 28

Melee: 70

Missile: 77

Metal Work: 33

Outdoors: 28

Sleight of Hand: 28

Resilience: 79

Resolve: 44

Social: 24

Textiles: 16

Tinker: 16

Human

Type: Domestic Animal

Habitat: Any

Organization: Any

Experience Cost: 0

Abilities: none

Level: 1

Agility: 11

Appearance: 10

Constitution: 11

Dexterity: 10

Fortune: 10

Reason: 10

Knowledge: 10

Perception: 10

Status: 10

Strength: 11

Voice: 10

Willpower: 10

Armour: 30

Art: 30

Construction: 30

Athletic: 30

Awareness: 30

Entertain: 30

Foods: 30

Healing: 30

Leather Work: 30

Lore: 30

Magic: 30

Maritime: 30

Melee: 33

Missile: 33

Metal Work: 30

Outdoors: 30

Sleight of Hand: 30

Resilience: 33

Resolve: 33

Social: 30

Textiles: 30

Tinker: 30

Level: 4

Agility: 14

Appearance: 10

Constitution: 14

Dexterity: 10

Fortune: 10

Reason: 10

Knowledge: 10

Perception: 10

Status: 10

Strength: 14

Voice: 10

Willpower: 10

Armour: 36

Art: 30

Construction: 30

Athletic: 30

Awareness: 30

Entertain: 30

Foods: 30

Healing: 30

Leather Work: 30

Lore: 30

Magic: 30

Maritime: 30

Melee: 51

Missile: 51

Metal Work: 30

Outdoors: 30

Sleight of Hand: 30

Resilience: 51

Resolve: 42

Social: 30

Textiles: 30

Tinker: 30

Level: 7

Agility: 17

Appearance: 10

Constitution: 17

Dexterity: 10

Fortune: 10

Reason: 10

Knowledge: 10

Perception: 10

Status: 10

Strength: 17

Voice: 10

Willpower: 10

Armour: 42

Art: 30

Construction: 30

Athletic: 30

Awareness: 30

Entertain: 30

Foods: 30

Healing: 30

Leather Work: 30

Lore: 30

Magic: 30

Maritime: 30

Melee: 69

Missile: 69

Metal Work: 30

Outdoors: 30

Sleight of Hand: 30

Resilience: 69

Resolve: 51

Social: 30

Textiles: 30

Tinker: 30

## Kobold

Type: Reptilian Humanoid

Habitat: Caverns and Mines

Organization: Tribal

Experience Cost: -50

Abilities: Sharp Bite,Sharp Claws,Night Vision

Level: 0

Agility: 13

Appearance: 7

Constitution: 13

Dexterity: 11

Fortune: 10

Reason: 10

Knowledge: 10

Perception: 12

Status: 10

Strength: 6

Voice: 7

Willpower: 12

Armour: 29

Art: 33

Construction: 28

Athletic: 29

Awareness: 32

Entertain: 29

Foods: 32

Healing: 31

Leather Work: 35

Lore: 32

Magic: 32

Maritime: 34

Melee: 31

Missile: 31

Metal Work: 28

Outdoors: 34

Sleight of Hand: 33

Resilience: 32

Resolve: 35

Social: 26

Textiles: 31

Tinker: 31

Level: 3

Agility: 16

Appearance: 7

Constitution: 16

Dexterity: 11

Fortune: 10

Reason: 10

Knowledge: 10

Perception: 12

Status: 10

Strength: 9

Voice: 7

Willpower: 12

Armour: 35

Art: 33

Construction: 28

Athletic: 29

Awareness: 32

Entertain: 29

Foods: 32

Healing: 31

Leather Work: 35

Lore: 32

Magic: 32

Maritime: 34

Melee: 49

Missile: 49

Metal Work: 28

Outdoors: 34

Sleight of Hand: 33

Resilience: 50

Resolve: 44

Social: 26

Textiles: 31

Tinker: 31

Level: 6

Agility: 19

Appearance: 7

Constitution: 19

Dexterity: 11

Fortune: 10

Reason: 10

Knowledge: 10

Perception: 12

Status: 10

Strength: 12

Voice: 7

Willpower: 12

Armour: 41

Art: 33

Construction: 28

Athletic: 29

Awareness: 32

Entertain: 29

Foods: 32

Healing: 31

Leather Work: 35

Lore: 32

Magic: 32

Maritime: 34

Melee: 67

Missile: 67

Metal Work: 28

Outdoors: 34

Sleight of Hand: 33

Resilience: 68

Resolve: 53

Social: 26

Textiles: 31

Tinker: 31

## Lizardmen

Type: Reptilian Humanoid

Habitat: Tropical Swamps and Deserts

Organization: Tribal

Experience Cost: 250

Abilities: Amphibious, Bite Attack, Claw Attack

Level: 1

Agility: 11

Appearance: 5

Constitution: 11

Dexterity: 11

Fortune: 10

Reason: 13

Knowledge: 8

Perception: 13

Status: 10

Strength: 14

Voice: 8

Willpower: 10

Armour: 33

Art: 37

Construction: 34

Athletic: 33

Awareness: 36

Entertain: 34

Foods: 34

Healing: 32

Leather Work: 31

Lore: 31

Magic: 31

Maritime: 33

Melee: 37

Missile: 40

Metal Work: 34

Outdoors: 31

Sleight of Hand: 37

Resilience: 36

Resolve: 34

Social: 23

Textiles: 32

Tinker: 32

Level: 4

Agility: 14

Appearance: 5

Constitution: 14

Dexterity: 11

Fortune: 10

Reason: 13

Knowledge: 8

Perception: 13

Status: 10

Strength: 17

Voice: 8

Willpower: 10

Armour: 39

Art: 37

Construction: 34

Athletic: 33

Awareness: 36

Entertain: 34

Foods: 34

Healing: 32

Leather Work: 31

Lore: 31

Magic: 31

Maritime: 33

Melee: 55

Missile: 58

Metal Work: 34

Outdoors: 31

Sleight of Hand: 37

Resilience: 54

Resolve: 43

Social: 23

Textiles: 32

Tinker: 32

Level: 7

Agility: 17

Appearance: 5

Constitution: 17

Dexterity: 11

Fortune: 10

Reason: 13

Knowledge: 8

Perception: 13

Status: 10

Strength: 20

Voice: 8

Willpower: 10

Armour: 45

Art: 37

Construction: 34

Athletic: 33

Awareness: 36

Entertain: 34

Foods: 34

Healing: 32

Leather Work: 31

Lore: 31

Magic: 31

Maritime: 33

Melee: 73

Missile: 76

Metal Work: 34

Outdoors: 31

Sleight of Hand: 37

Resilience: 72

Resolve: 52

Social: 23

Textiles: 32

Tinker: 32

## Minotaur

Type: Bestial Humanoid

Habitat: Labyrinths and Mazes

Organization: Solitary Killer

Experience Cost: 0

Abilities: Horns

Level: 1

Agility: 9

Appearance: 5

Constitution: 16

Dexterity: 8

Fortune: 10

Reason: 12

Knowledge: 8

Perception: 12

Status: 5

Strength: 16

Voice: 5

Willpower: 15

Armour: 38

Art: 32

Construction: 38

Athletic: 38

Awareness: 34

Entertain: 29

Foods: 32

Healing: 28

Leather Work: 38

Lore: 35

Magic: 35

Maritime: 35

Melee: 34

Missile: 38

Metal Work: 38

Outdoors: 35

Sleight of Hand: 32

Resilience: 48

Resolve: 38

Social: 25

Textiles: 28

Tinker: 28

Level: 4

Agility: 12

Appearance: 5

Constitution: 19

Dexterity: 8

Fortune: 10

Reason: 12

Knowledge: 8

Perception: 12

Status: 5

Strength: 19

Voice: 5

Willpower: 15

Armour: 44

Art: 32

Construction: 38

Athletic: 38

Awareness: 34

Entertain: 29

Foods: 32

Healing: 28

Leather Work: 38

Lore: 35

Magic: 35

Maritime: 35

Melee: 52

Missile: 56

Metal Work: 38

Outdoors: 35

Sleight of Hand: 32

Resilience: 66

Resolve: 47

Social: 25

Textiles: 28

Tinker: 28

Level: 7

Agility: 15

Appearance: 5

Constitution: 22

Dexterity: 8

Fortune: 10

Reason: 12

Knowledge: 8

Perception: 12

Status: 5

Strength: 22

Voice: 5

Willpower: 15

Armour: 50

Art: 32

Construction: 38

Athletic: 38

Awareness: 34

Entertain: 29

Foods: 32

Healing: 28

Leather Work: 38

Lore: 35

Magic: 35

Maritime: 35

Melee: 70

Missile: 74

Metal Work: 38

Outdoors: 35

Sleight of Hand: 32

Resilience: 84

Resolve: 56

Social: 25

Textiles: 28

Tinker: 28

## Ogre

Type: Giant Humanoid

Habitat: Hills and Mountains

Organization: Family

Experience Cost: 150

Abilities: none

Level: 1

Agility: 8

Appearance: 8

Constitution: 16

Dexterity: 9

Fortune: 10

Reason: 10

Knowledge: 9

Perception: 10

Status: 8

Strength: 21

Voice: 8

Willpower: 12

Armour: 42

Art: 29

Construction: 44

Athletic: 42

Awareness: 30

Entertain: 28

Foods: 29

Healing: 28

Leather Work: 36

Lore: 31

Magic: 31

Maritime: 32

Melee: 39

Missile: 42

Metal Work: 44

Outdoors: 34

Sleight of Hand: 29

Resilience: 50

Resolve: 34

Social: 28

Textiles: 28

Tinker: 28

Level: 4

Agility: 11

Appearance: 8

Constitution: 19

Dexterity: 9

Fortune: 10

Reason: 10

Knowledge: 9

Perception: 10

Status: 8

Strength: 24

Voice: 8

Willpower: 12

Armour: 48

Art: 29

Construction: 44

Athletic: 42

Awareness: 30

Entertain: 28

Foods: 29

Healing: 28

Leather Work: 36

Lore: 31

Magic: 31

Maritime: 32

Melee: 57

Missile: 60

Metal Work: 44

Outdoors: 34

Sleight of Hand: 29

Resilience: 68

Resolve: 43

Social: 28

Textiles: 28

Tinker: 28

Level: 7

Agility: 14

Appearance: 8

Constitution: 22

Dexterity: 9

Fortune: 10

Reason: 10

Knowledge: 9

Perception: 10

Status: 8

Strength: 27

Voice: 8

Willpower: 12

Armour: 54

Art: 29

Construction: 44

Athletic: 42

Awareness: 30

Entertain: 28

Foods: 29

Healing: 28

Leather Work: 36

Lore: 31

Magic: 31

Maritime: 32

Melee: 75

Missile: 78

Metal Work: 44

Outdoors: 34

Sleight of Hand: 29

Resilience: 86

Resolve: 52

Social: 28

Textiles: 28

Tinker: 28



## Orc

Type: Bestial Humanoid  
Habitat: Caverns and Barrens  
Organization: Legions  
Experience Cost: -200  
Abilities: Nocturnal

Level: 0  
Agility: 11  
Appearance: 7  
Constitution: 13  
Dexterity: 10  
Fortune: 8  
Reason: 9  
Knowledge: 10  
Perception: 12  
Status: 8  
Strength: 13  
Voice: 7  
Willpower: 12

Armour: 34  
Art: 31  
Construction: 34  
Athletic: 34  
Awareness: 29  
Entertain: 28  
Foods: 31  
Healing: 29  
Leather Work: 34  
Lore: 31  
Magic: 31  
Maritime: 31  
Melee: 35  
Missile: 37  
Metal Work: 34  
Outdoors: 34  
Sleight of Hand: 31  
Resilience: 39  
Resolve: 34  
Social: 26  
Textiles: 29  
Tinker: 29

Level: 3  
Agility: 14  
Appearance: 7  
Constitution: 16  
Dexterity: 10  
Fortune: 8  
Reason: 9  
Knowledge: 10  
Perception: 12  
Status: 8  
Strength: 16  
Voice: 7  
Willpower: 12

Armour: 40  
Art: 31  
Construction: 34  
Athletic: 34  
Awareness: 29  
Entertain: 28  
Foods: 31  
Healing: 29  
Leather Work: 34  
Lore: 31  
Magic: 31  
Maritime: 31  
Melee: 53  
Missile: 55  
Metal Work: 34  
Outdoors: 34  
Sleight of Hand: 31  
Resilience: 57  
Resolve: 43  
Social: 26  
Textiles: 29  
Tinker: 29

Level: 6  
Agility: 17  
Appearance: 7  
Constitution: 19  
Dexterity: 10  
Fortune: 8  
Reason: 9  
Knowledge: 10  
Perception: 12  
Status: 8  
Strength: 19  
Voice: 7  
Willpower: 12

Armour: 46  
Art: 31  
Construction: 34  
Athletic: 34  
Awareness: 29  
Entertain: 28  
Foods: 31  
Healing: 29  
Leather Work: 34  
Lore: 31  
Magic: 31  
Maritime: 31  
Melee: 71  
Missile: 73  
Metal Work: 34  
Outdoors: 34  
Sleight of Hand: 31  
Resilience: 75  
Resolve: 52  
Social: 26  
Textiles: 29  
Tinker: 29

## Half Orc

Type: Bestial Hybrid

Habitat: Caverns and Barrens

Organization: Tribes

Experience Cost: -150

Abilities: none

Level: 0

Agility: 11

Appearance: 8

Constitution: 12

Dexterity: 10

Fortune: 9

Reason: 9

Knowledge: 10

Perception: 11

Status: 9

Strength: 12

Voice: 8

Willpower: 11

Armour: 32

Art: 30

Construction: 32

Athletic: 32

Awareness: 29

Entertain: 28

Foods: 30

Healing: 29

Leather Work: 32

Lore: 30

Magic: 30

Maritime: 30

Melee: 34

Missile: 35

Metal Work: 32

Outdoors: 32

Sleight of Hand: 30

Resilience: 36

Resolve: 33

Social: 27

Textiles: 29

Tinker: 29

Level: 3

Agility: 14

Appearance: 8

Constitution: 15

Dexterity: 10

Fortune: 9

Reason: 9

Knowledge: 10

Perception: 11

Status: 9

Strength: 15

Voice: 8

Willpower: 11

Armour: 38

Art: 30

Construction: 32

Athletic: 32

Awareness: 29

Entertain: 28

Foods: 30

Healing: 29

Leather Work: 32

Lore: 30

Magic: 30

Maritime: 30

Melee: 52

Missile: 53

Metal Work: 32

Outdoors: 32

Sleight of Hand: 30

Resilience: 54

Resolve: 42

Social: 27

Textiles: 29

Tinker: 29

Level: 6

Agility: 17

Appearance: 8

Constitution: 18

Dexterity: 10

Fortune: 9

Reason: 9

Knowledge: 10

Perception: 11

Status: 9

Strength: 18

Voice: 8

Willpower: 11

Armour: 44

Art: 30

Construction: 32

Athletic: 32

Awareness: 29

Entertain: 28

Foods: 30

Healing: 29

Leather Work: 32

Lore: 30

Magic: 30

Maritime: 30

Melee: 70

Missile: 71

Metal Work: 32

Outdoors: 32

Sleight of Hand: 30

Resilience: 72

Resolve: 51

Social: 27

Textiles: 29

Tinker: 29

Skeleton

Type: Undead

Habitat: Tombs and Battlefields

Organization: Units

Experience Cost: -510

Abilities: Undead

Level: 0

Agility: 12

Appearance: 3

Constitution: 14

Dexterity: 10

Fortune: 3

Reason: 13

Knowledge: 3

Perception: 7

Status: 3

Strength: 11

Voice: 0

Willpower: 13

Armour: 34

Art: 30

Construction: 33

Athletic: 34

Awareness: 23

Entertain: 20

Foods: 23

Healing: 26

Leather Work: 36

Lore: 29

Magic: 29

Maritime: 37

Melee: 34

Missile: 30

Metal Work: 33

Outdoors: 23

Sleight of Hand: 30

Resilience: 39

Resolve: 32

Social: 16

Textiles: 26

Tinker: 26

Level: 3

Agility: 15

Appearance: 3

Constitution: 17

Dexterity: 10

Fortune: 3

Reason: 13

Knowledge: 3

Perception: 7

Status: 3

Strength: 14

Voice: 0

Willpower: 13

Armour: 40

Art: 30

Construction: 33

Athletic: 34

Awareness: 23

Entertain: 20

Foods: 23

Healing: 26

Leather Work: 36

Lore: 29

Magic: 29

Maritime: 37

Melee: 52

Missile: 48

Metal Work: 33

Outdoors: 23

Sleight of Hand: 30

Resilience: 57

Resolve: 41

Social: 16

Textiles: 26

Tinker: 26

Level: 6

Agility: 18

Appearance: 3

Constitution: 20

Dexterity: 10

Fortune: 3

Reason: 13

Knowledge: 3

Perception: 7

Status: 3

Strength: 17

Voice: 0

Willpower: 13

Armour: 46

Art: 30

Construction: 33

Athletic: 34

Awareness: 23

Entertain: 20

Foods: 23

Healing: 26

Leather Work: 36

Lore: 29

Magic: 29

Maritime: 37

Melee: 70

Missile: 66

Metal Work: 33

Outdoors: 23

Sleight of Hand: 30

Resilience: 75

Resolve: 50

Social: 16

Textiles: 26

Tinker: 26

## Troll

Type: Monsterous Humanoid

Habitat: Swamps and Caverns

Organization: Families

Experience Cost: -50

Abilities: Sharp Claws,Sharp Bite,Nocturnal

Level: 0

Agility: 10

Appearance: 7

Constitution: 13

Dexterity: 9

Fortune: 10

Reason: 12

Knowledge: 9

Perception: 12

Status: 5

Strength: 15

Voice: 7

Willpower: 13

Armour: 35

Art: 33

Construction: 35

Athletic: 35

Awareness: 34

Entertain: 31

Foods: 33

Healing: 30

Leather Work: 34

Lore: 34

Magic: 34

Maritime: 33

Melee: 35

Missile: 38

Metal Work: 35

Outdoors: 33

Sleight of Hand: 33

Resilience: 42

Resolve: 37

Social: 27

Textiles: 30

Tinker: 30

Level: 3

Agility: 13

Appearance: 7

Constitution: 16

Dexterity: 9

Fortune: 10

Reason: 12

Knowledge: 9

Perception: 12

Status: 5

Strength: 18

Voice: 7

Willpower: 13

Armour: 41

Art: 33

Construction: 35

Athletic: 35

Awareness: 34

Entertain: 31

Foods: 33

Healing: 30

Leather Work: 34

Lore: 34

Magic: 34

Maritime: 33

Melee: 53

Missile: 56

Metal Work: 35

Outdoors: 33

Sleight of Hand: 33

Resilience: 60

Resolve: 46

Social: 27

Textiles: 30

Tinker: 30

Level: 6

Agility: 16

Appearance: 7

Constitution: 19

Dexterity: 9

Fortune: 10

Reason: 12

Knowledge: 9

Perception: 12

Status: 5

Strength: 21

Voice: 7

Willpower: 13

Armour: 47

Art: 33

Construction: 35

Athletic: 35

Awareness: 34

Entertain: 31

Foods: 33

Healing: 30

Leather Work: 34

Lore: 34

Magic: 34

Maritime: 33

Melee: 71

Missile: 74

Metal Work: 35

Outdoors: 33

Sleight of Hand: 33

Resilience: 78

Resolve: 55

Social: 27

Textiles: 30

Tinker: 30

Wee Folk

Type: Small Humanoid

Habitat: Rolling Hills

Organization: Towns

Experience Cost: 50

Abilities: none

Level: 1

Agility: 12

Appearance: 10

Constitution: 12

Dexterity: 11

Fortune: 10

Reason: 10

Knowledge: 10

Perception: 11

Status: 10

Strength: 7

Voice: 1

Willpower: 11

Armour: 28

Art: 32

Construction: 28

Athletic: 28

Awareness: 31

Entertain: 22

Foods: 31

Healing: 31

Leather Work: 33

Lore: 31

Magic: 31

Maritime: 32

Melee: 31

Missile: 31

Metal Work: 28

Outdoors: 32

Sleight of Hand: 32

Resilience: 31

Resolve: 34

Social: 22

Textiles: 31

Tinker: 31

Level: 4

Agility: 15

Appearance: 10

Constitution: 15

Dexterity: 11

Fortune: 10

Reason: 10

Knowledge: 10

Perception: 11

Status: 10

Strength: 10

Voice: 1

Willpower: 11

Armour: 34

Art: 32

Construction: 28

Athletic: 28

Awareness: 31

Entertain: 22

Foods: 31

Healing: 31

Leather Work: 33

Lore: 31

Magic: 31

Maritime: 32

Melee: 49

Missile: 49

Metal Work: 28

Outdoors: 32

Sleight of Hand: 32

Resilience: 49

Resolve: 43

Social: 22

Textiles: 31

Tinker: 31

Level: 7

Agility: 18

Appearance: 10

Constitution: 18

Dexterity: 11

Fortune: 10

Reason: 10

Knowledge: 10

Perception: 11

Status: 10

Strength: 13

Voice: 1

Willpower: 11

Armour: 40

Art: 32

Construction: 28

Athletic: 28

Awareness: 31

Entertain: 22

Foods: 31

Healing: 31

Leather Work: 33

Lore: 31

Magic: 31

Maritime: 32

Melee: 67

Missile: 67

Metal Work: 28

Outdoors: 32

Sleight of Hand: 32

Resilience: 67

Resolve: 52

Social: 22

Textiles: 31

Tinker: 31

## Wight

Type: Undead

Habitat: Barrows and Tombs

Organization: Warbands

Experience Cost: 50

Abilities: Undead

Level: 1

Agility: 12

Appearance: 3

Constitution: 15

Dexterity: 10

Fortune: 10

Reason: 13

Knowledge: 10

Perception: 7

Status: 10

Strength: 11

Voice: 8

Willpower: 14

Armour: 35

Art: 30

Construction: 34

Athletic: 35

Awareness: 30

Entertain: 28

Foods: 30

Healing: 33

Leather Work: 38

Lore: 37

Magic: 37

Maritime: 38

Melee: 34

Missile: 30

Metal Work: 34

Outdoors: 31

Sleight of Hand: 30

Resilience: 41

Resolve: 40

Social: 25

Textiles: 33

Tinker: 33

Level: 4

Agility: 15

Appearance: 3

Constitution: 18

Dexterity: 10

Fortune: 10

Reason: 13

Knowledge: 10

Perception: 7

Status: 10

Strength: 14

Voice: 8

Willpower: 14

Armour: 41

Art: 30

Construction: 34

Athletic: 35

Awareness: 30

Entertain: 28

Foods: 30

Healing: 33

Leather Work: 38

Lore: 37

Magic: 37

Maritime: 38

Melee: 52

Missile: 48

Metal Work: 34

Outdoors: 31

Sleight of Hand: 30

Resilience: 59

Resolve: 49

Social: 25

Textiles: 33

Tinker: 33

Level: 7

Agility: 18

Appearance: 3

Constitution: 21

Dexterity: 10

Fortune: 10

Reason: 13

Knowledge: 10

Perception: 7

Status: 10

Strength: 17

Voice: 8

Willpower: 14

Armour: 47

Art: 30

Construction: 34

Athletic: 35

Awareness: 30

Entertain: 28

Foods: 30

Healing: 33

Leather Work: 38

Lore: 37

Magic: 37

Maritime: 38

Melee: 70

Missile: 66

Metal Work: 34

Outdoors: 31

Sleight of Hand: 30

Resilience: 77

Resolve: 58

Social: 25

Textiles: 33

Tinker: 33

## Wolf

Type: Wild Animal

Habitat: Woods

Organization: Pack

Experience Cost: -550

Abilities: Sharp Bite, Fast, Incredible Sense of Smell

Level: 0

Agility: 13

Appearance: 9

Constitution: 12

Dexterity: 3

Fortune: 10

Reason: 11

Knowledge: 5

Perception: 25

Status: 0

Strength: 8

Voice: 5

Willpower: 12

Armour: 30

Art: 39

Construction: 21

Athletic: 30

Awareness: 46

Entertain: 41

Foods: 41

Healing: 19

Leather Work: 26

Lore: 28

Magic: 28

Maritime: 34

Melee: 25

Missile: 38

Metal Work: 21

Outdoors: 41

Sleight of Hand: 39

Resilience: 33

Resolve: 31

Social: 26

Textiles: 19

Tinker: 19

Level: 3

Agility: 16

Appearance: 9

Constitution: 15

Dexterity: 3

Fortune: 10

Reason: 11

Knowledge: 5

Perception: 25

Status: 0

Strength: 11

Voice: 5

Willpower: 12

Armour: 36

Art: 39

Construction: 21

Athletic: 30

Awareness: 46

Entertain: 41

Foods: 41

Healing: 19

Leather Work: 26

Lore: 28

Magic: 28

Maritime: 34

Melee: 43

Missile: 56

Metal Work: 21

Outdoors: 41

Sleight of Hand: 39

Resilience: 51

Resolve: 40

Social: 26

Textiles: 19

Tinker: 19

Level: 6

Agility: 19

Appearance: 9

Constitution: 18

Dexterity: 3

Fortune: 10

Reason: 11

Knowledge: 5

Perception: 25

Status: 0

Strength: 14

Voice: 5

Willpower: 12

Armour: 42

Art: 39

Construction: 21

Athletic: 30

Awareness: 46

Entertain: 41

Foods: 41

Healing: 19

Leather Work: 26

Lore: 28

Magic: 28

Maritime: 34

Melee: 61

Missile: 74

Metal Work: 21

Outdoors: 41

Sleight of Hand: 39

Resilience: 69

Resolve: 49

Social: 26

Textiles: 19

Tinker: 19

## Zombie

Type: Undead

Habitat: Grave Yards and Abatoirs

Organization: Horde

Experience Cost: -550

Abilities: Undead

Level: 0

Agility: 10

Appearance: 2

Constitution: 14

Dexterity: 10

Fortune: 3

Reason: 13

Knowledge: 3

Perception: 7

Status: 2

Strength: 12

Voice: 3

Willpower: 13

Armour: 33

Art: 30

Construction: 34

Athletic: 33

Awareness: 23

Entertain: 23

Foods: 23

Healing: 26

Leather Work: 36

Lore: 29

Magic: 29

Maritime: 35

Melee: 33

Missile: 31

Metal Work: 34

Outdoors: 23

Sleight of Hand: 30

Resilience: 40

Resolve: 32

Social: 18

Textiles: 26

Tinker: 26

Level: 3

Agility: 13

Appearance: 2

Constitution: 17

Dexterity: 10

Fortune: 3

Reason: 13

Knowledge: 3

Perception: 7

Status: 2

Strength: 15

Voice: 3

Willpower: 13

Armour: 39

Art: 30

Construction: 34

Athletic: 33

Awareness: 23

Entertain: 23

Foods: 23

Healing: 26

Leather Work: 36

Lore: 29

Magic: 29

Maritime: 35

Melee: 51

Missile: 49

Metal Work: 34

Outdoors: 23

Sleight of Hand: 30

Resilience: 58

Resolve: 41

Social: 18

Textiles: 26

Tinker: 26

Level: 6

Agility: 16

Appearance: 2

Constitution: 20

Dexterity: 10

Fortune: 3

Reason: 13

Knowledge: 3

Perception: 7

Status: 2

Strength: 18

Voice: 3

Willpower: 13

Armour: 45

Art: 30

Construction: 34

Athletic: 33

Awareness: 23

Entertain: 23

Foods: 23

Healing: 26

Leather Work: 36

Lore: 29

Magic: 29

Maritime: 35

Melee: 69

Missile: 67

Metal Work: 34

Outdoors: 23

Sleight of Hand: 30

Resilience: 76

Resolve: 50

Social: 18

Textiles: 26

Tinker: 26



## **Air Spells**

### **Bestow Flight**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist imbues the subject with the Flight ability.

### **Enhance Endurance**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist infuses the subject's body with mystical energies increasing their Endurance by one.

### **Enhance Sailing**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist infuses the subject's body with mystical energies increasing their Sailing skill by five.

### **Impair Endurance**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist tangles the subject's body and mind with mystical energies reducing their Endurance by one.

### **Impair Sailing**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist tangles the subject's body and mind with mystical energies reducing their Sailing skill by five.

### **Leach Endurance**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist absorbs energy from the subject's body and mind reducing the victim's Endurance and increasing their own by one.

### **Aspect of the Albatross**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist causes the subject to take on the traits and abilities of the Albatross but not its physical characteristics.

### **Form of the Eagle**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Eagle gaining its physical characteristics and abilities but not its skills .

### **Form of the Albatross**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Albatross gaining its physical characteristics and abilities but not its skills .

### **Form of the Air Elemental**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Air Elemental gaining its physical characteristics and abilities but not its skills .

### **Form of the Glider**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Glider gaining its physical characteristics and abilities but not its skills.

### **Impose Aloofness**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically twists the subjects thoughts causing them to experience Aloofness.

**Bind Eagle**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Bind Albatross**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Bind Air Elemental**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Bind Glider**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Call Eagle**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Eagle in range to come to them.

**Call Albatross**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Albatross in range to come to them

**Call Air Elemental**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Air Elemental in range to come to them

**Call Glider**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Glider in range to come to them

**Command Eagle**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Eagles, will to their own use making it obey their every command.

**Command Albatross**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Albatrosss, will to their own use making it obey their every command.

**Command Air Elemental**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Air Elementals, will to their own use making it obey their every command.

**Command Glider**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Gliders, will to their own use making it obey their every command.

**Evoke Exuberance**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist draws up thoughts and memories which make the subject Exuberance .

**Possession Air Elemental**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist The Air Elementals spirit enters into the subject's body and takes control of it.

**Wind Blast**

Level: 3  
Range: Sight  
Area: Room/Unit  
Duration: Instant  
The Elementalist hurls an explosion of Wind at their foes causing Result + Willpower points of damage.

**Wind Bolt**

Level: 2  
Range: Sight  
Area: Individual  
Duration: Instant  
The Elementalist hurls a bolt of Wind at their foe causing Result + Willpower points of damage.

**Contact Tempest**

Level: 6  
Range: Planar  
Area: Individual  
Duration: Persistent  
The Elementalist opens a mystical conduit to the Tempest to communicate with the beings that dwell there.

**Draw Wind**

Level: 5  
Range: Kingdom  
Area: Individual  
Duration: Instant  
The Elementalist reaches through the Tempest following a stream of consciousness to bring an item to their hand.

**Portal to The Tempest**

Level: 8  
Range: Planar  
Area: Room/Unit  
Duration: Persistent  
The Elementalist marks out the boundaries of a mystical gate which opens the way to Tempest .

**Summon Eagle**

Level: 6  
Range: Planar  
Area: Individual  
Duration: Persistent  
The Elementalist briefly opens a portal to Tempest from which issues a Eagle .

**Summon Albatross**

Level: 6  
Range: Planar  
Area: Individual  
Duration: Persistent  
The Elementalist briefly opens a portal to Tempest from which issues a Albatross .

**Summon Air Elemental**

Level: 6  
Range: Planar  
Area: Individual  
Duration: Persistent  
The Elementalist briefly opens a portal to Tempest from which issues a Air Elemental .

**Summon Glider**

Level: 6  
Range: Planar  
Area: Individual  
Duration: Persistent  
The Elementalist briefly opens a portal to Tempest from which issues a Glider .

**Wind Wall**

Level: 4  
Range: Throw  
Area: Room/Unit  
Duration: Persistent  
The Elementalist calls Wind from Tempest creating a barrier around them.

**Detect Eagle**

Level: 3  
Range: Sight  
Area: Individual  
Duration: Persistent  
The Elementalist becomes aware of any Eagle within range.

**Detect Albatross**

Level: 3  
Range: Sight  
Area: Individual  
Duration: Persistent  
The Elementalist becomes aware of any Albatross within range.

**Detect Air Elemental**

Level: 3  
Range: Sight  
Area: Individual  
Duration: Persistent  
The Elementalist becomes aware of any Air Elemental within range.

**Detect Glider**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist becomes aware of any Glider within range.

**Detect Wind**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist becomes aware of any Wind within range.

**Project Hearing**

Level: 5

Range: Kingdom

Area: Individual

Duration: Persistent

The Elementalist extends the reach of their Hearing .

**Query Tempest**

Level: 5

Range: Planar

Area: Individual

Duration: Instant

The Elementalist sends forth their thought to Tempest seeking answers to their questions.

**Rede the Clouds**

Level: 0

Range: Touch

Area: Individual

Duration: Instant

The Elementalist observes the mystical significance of the the Clouds to predict the future.

**The Sight**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist uses their inner eye to see into the etherial plane making magical energies and spirits visible to them.

**Consecrate To Air**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Elementalist prepares an item for use in Airmagic.

**Counter Air**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist twists the aether to prevent a Air spell from being cast.

**Deflect Air**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist blocks and turns aside Air energies to shield themselves from attack.

**Enchant Air**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Elementalist imdues an object with magical power to create a permanent effect.

**Reflect Air**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist turns their foolish foe's Air arts back upon them like a true master.

**Animate Wind**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist causes an Wind object to move like a living creature.

**Create Wind**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Elementalist makes Wind out of nothing. Crafted items will only be of the quality the caster can craft themselves.

**Impel Wind**

Level: 2

Range: Throw

Area: Individual

Duration: Persistent

The Elementalist draws on their mystical power to move objects about in mid air as if lifted by an invisible hand.

**Mend Wind**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist shapes Wind like putty to mend and restore it to its proper order, healing Result + Willpower points of damage.

**Sculpt Wind**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist molds and shapes Wind as if it were clay in their hands.

**Permeate Wind**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist causes the subject to pass through Wind as if it were thin air.

**Darkness Spells****Bestow Night Vision**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer imbues the subject with the Night Vision ability.

**Enhance Hide**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer infuses the subject's body with mystical energies increasing their Hide skill by five.

**Impair Hide**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer tangles the subject's body and mind with mystical energies reducing their Hide skill by five.

**Enhance Perception**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer infuses the subject's body with mystical energies increasing their Perception by one.

**Impair Perception**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer tangles the subject's body and mind with mystical energies reducing their Perception by one.

**Leach Perception**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer absorbs energy from the subject's body and mind reducing the victim's Perception and increasing their own by one.

**Aspect of the Cat**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer causes the subject to take on the traits and abilities of the Cat but not it's physical characteristics.

**Form of the Bat**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer magically turns into a Bat gaining its physical characteristics and abilities but not its skills .

**Form of the Cat**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer magically turns into a Cat gaining its physical characteristics and abilities but not its skills .

**Form of the Shade**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer magically turns into a Shade gaining its physical characteristics and abilities but not its skills .

**Form of the Orc**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer magically turns into a Orc gaining its physical characteristics and abilities but not its skills.

**Impose Fear**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer magically twists the subjects thoughts causing them to experience Fear.

**Bind Bat**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer connects the subject to another spell, making them as one.

**Bind Cat**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer connects the subject to another spell, making them as one.

**Bind Shade**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer connects the subject to another spell, making them as one.

**Bind Orc**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer connects the subject to another spell, making them as one.

**Call Bat**

Level: 4

Range: Sight

Area: Individual

Duration: Persistent

The Nigromancer sends out their thoughts to call any Bat in range to come to them.

**Call Cat**

Level: 4

Range: Sight

Area: Individual

Duration: Persistent

The Nigromancer sends out their thoughts to call any Cat in range to come to them

**Call Shade**

Level: 4

Range: Sight

Area: Individual

Duration: Persistent

The Nigromancer sends out their thoughts to call any Shade in range to come to them

**Call Orc**

Level: 4

Range: Sight

Area: Individual

Duration: Persistent

The Nigromancer sends out their thoughts to call any Orc in range to come to them

**Command Bat**

Level: 3

Range: Thrown

Area: Individual

Duration: Persistent

The Nigromancer magically turns the Bats, will to their own use making it obey their every command.

**Command Cat**

Level: 3

Range: Thrown

Area: Individual

Duration: Persistent

The Nigromancer magically turns the Cats, will to their own use making it obey their every command.

**Command Shade**

Level: 3

Range: Thrown

Area: Individual

Duration: Persistent

The Nigromancer magically turns the Shades, will to their own use making it obey their every command.

**Command Orc**

Level: 3

Range: Thrown

Area: Individual

Duration: Persistent

The Nigromancer magically turns the Orcs, will to their own use making it obey their every command.

**Evoke Doubt**

Level: 3

Range: Thrown

Area: Individual

Duration: Persistent

The Nigromancer draws up thoughts and memories which make the subject Doubt .

**Possession Shade**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer The Shades spirit enters into the subject's body and takes control of it.

**Illusion Blast**

Level: 4

Range: Sight

Area: Room/Unit

Duration: Instant

The Nigromancer hurls an explosion of Illusion at their foes causing Result + Willpower points of damage.

**Illusion Bolt**

Level: 3

Range: Sight

Area: Individual

Duration: Instant

The Nigromancer hurls a bolt of Illusion at their foe causing Result + Willpower points of damage.

**Contact Shadow Lands**

Level: 7

Range: Planar

Area: Individual

Duration: Persistent

The Nigromancer opens a mystical conduit to theShadow Lands to communicate with the beings that dwell there.

**Draw Illusion**

Level: 6

Range: Kingdom

Area: Individual

Duration: Instant

The Nigromancer reaches through the Shadow Lands following a stream of consciousness to bring an item to their hand.

**Portal to  
TheShadowLands**

Level: 9  
Range: Planar  
Area: Room/Unit  
Duration: Persistent  
The Nigromancer marks out the boundaries of a mystical gate which opens the way to Shadow Lands .

**Summon Bat**

Level: 7  
Range: Planar  
Area: Individual  
Duration: Persistent  
The Nigromancer briefly opens a portal to Shadow Lands from which issues a Bat .

**Summon Cat**

Level: 7  
Range: Planar  
Area: Individual  
Duration: Persistent  
The Nigromancer briefly opens a portal to Shadow Lands from which issues a Cat .

**Summon Shade**

Level: 7  
Range: Planar  
Area: Individual  
Duration: Persistent  
The Nigromancer briefly opens a portal to Shadow Lands from which issues a Shade .

**Summon Orc**

Level: 7  
Range: Planar  
Area: Individual  
Duration: Persistent  
The Nigromancer briefly opens a portal to Shadow Lands from which issues a Orc .

**Illusion Wall**

Level: 5  
Range: Throw  
Area: Room/Unit  
Duration: Persistent  
The Nigromancer calls Illusion from Shadow Lands creating a barrier around them.

**Detect Bat**

Level: 4  
Range: Sight  
Area: Individual  
Duration: Persistent  
The Nigromancer becomes aware of any Bat within range.

**Detect Cat**

Level: 4  
Range: Sight  
Area: Individual  
Duration: Persistent  
The Nigromancer becomes aware of any Cat within range.

**Detect Shade**

Level: 4  
Range: Sight  
Area: Individual  
Duration: Persistent  
The Nigromancer becomes aware of any Shade within range.

**Detect Orc**

Level: 4  
Range: Sight  
Area: Individual  
Duration: Persistent  
The Nigromancer becomes aware of any Orc within range.

**Detect Illusion**

Level: 4  
Range: Sight  
Area: Individual  
Duration: Persistent  
The Nigromancer becomes aware of any Illusion within range.

**Project Night Vision**

Level: 6  
Range: Kingdom  
Area: Individual  
Duration: Persistent  
The Nigromancer extends the reach of their Night Vision .

**Query Shadow Lands**

Level: 6  
Range: Planar  
Area: Individual  
Duration: Instant  
The Nigromancer sends forth their thought to Shadow Lands seeking answers to their questions.

**Rede Dreams**

Level: 1  
Range: Touch  
Area: Individual  
Duration: Instant  
The Nigromancer observes the mystical significance of the Dreams to predict the future.



**The Sight**

Level: 4

Range: Sight

Area: Individual

Duration: Persistent

The Nigromancer uses their inner eye to see into the etherial plane making magical energies and spirits visible to them.

**Consecrate To Darkness**

Level: 5

Range: Touch

Area: Individual

Duration: Permanent

The Nigromancer prepares an item for use in Darknessmagic.

**Counter Darkness**

Level: 3

Range: Sight

Area: Individual

Duration: Instant

The Nigromancer twists the aether to prevent a Darkness spell from being cast.

**Deflect Darkness**

Level: 3

Range: Sight

Area: Individual

Duration: Instant

The Nigromancer blocks and turns aside Darkness energies to shield themselves from attack.

**Enchant Darkness**

Level: 5

Range: Touch

Area: Individual

Duration: Permanent

The Nigromancer imdues an object with magical power to create a permanent effect.

**Reflect Darkness**

Level: 3

Range: Sight

Area: Individual

Duration: Instant

The Nigromancer turns their foolish foe's Darkness arts back upon them like a true master.

**Animate Illusion**

Level: 3

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer causes an Illusion object to move like a living creature.

**Create Illusion**

Level: 5

Range: Touch

Area: Individual

Duration: Permanent

The Nigromancer makes Illusion out of nothing. Crafted items will only be of the quality the caster can craft themselves.

**Impel Illusion**

Level: 3

Range: Throw

Area: Individual

Duration: Persistent

The Nigromancer draws on their mystical power to move objects about in mid air as if lifted by an invisible hand.

**Mend Illusion**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer shapes Illusion like putty to mend and restore it to its proper order, healing Result + Willpower points of damage.

**Permeate Illusion**

Level: 3

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer causes the subject to pass through Illusion as if it were thin air.

**Sculpt Illusion**

Level: 3

Range: Touch

Area: Individual

Duration: Persistent

The Nigromancer molds and shapes Illusion as if it were clay in their hands.

**Death Spells**

Bestow Undeath

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer imbues the subject with the Undeath ability.

**Enhance Willpower**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer infuses the subject's body with mystical energies increasing their Willpower by one.

**Enhance Tanner**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer infuses the subject's body with mystical energies increasing their Tanner skill by five.

**Impair Willpower**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer tangles the subject's body and mind with mystical energies reducing their Willpower by one.

**Impair Tanner**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer tangles the subject's body and mind with mystical energies reducing their Tanner skill by five.

**Leach Willpower**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer absorbs energy from the subject's body and mind reducing the victim's Willpower and increasing their own by one.

**Aspect of the Rat**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer causes the subject to take on the traits and abilities of the Rat but not its physical characteristics.

**Form of the Raven**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer magically turns into a Raven gaining its physical characteristics and abilities but not its skills .

**Form of the Rat**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer magically turns into a Rat gaining its physical characteristics and abilities but not its skills .

**Form of the Wraith**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer magically turns into a Wraith gaining its physical characteristics and abilities but not its skills .

**Form of the Undead**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer magically turns into a Undead gaining its physical characteristics and abilities but not its skills.

**Impose Despair**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer magically twists the subjects thoughts causing them to experience Despair.

**Bind Raven**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer connects the subject to another spell, making them as one.

**Bind Rat**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer connects the subject to another spell, making them as one.

**Bind Wraith**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer connects the subject to another spell, making them as one.

**Bind Undead**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer connects the subject to another spell, making them as one.

**Call Raven**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Necromancer sends out their thoughts to call any Raven in range to come to them.

**Call Rat**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Necromancer sends out their thoughts to call any Rat in range to come to them

**Call Wraith**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Necromancer sends out their thoughts to call any Wraith in range to come to them

**Call Undead**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Necromancer sends out their thoughts to call any Undead in range to come to them

**Command Raven**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Necromancer magically turns the Ravens, will to their own use making it obey their every command.

**Command Rat**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Necromancer magically turns the Rats, will to their own use making it obey their every command.

**Command Wraith**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Necromancer magically turns the Wraiths, will to their own use making it obey their every command.

**Command Undead**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Necromancer magically turns the Undeads, will to their own use making it obey their every command.

**Evoke Despair**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Necromancer draws up thoughts and memories which make the subject Despair .

**Possession Wraith**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer The Wraiths spirit enters into the subject's body and takes control of it.

**Bone Blast**

Level: 3

Range: Sight

Area: Room/Unit

Duration: Instant

The Necromancer hurls an explosion of Bone at their foes causing Result + Willpower points of damage.

**Bone Bolt**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Necromancer hurls a bolt of Bone at their foe causing Result + Willpower points of damage.

**Contact Limbo**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Necromancer opens a mystical conduit to the Limbo to communicate with the beings that dwell there.

**Draw Bone**

Level: 5

Range: Kingdom

Area: Individual

Duration: Instant

The Necromancer reaches through the Limbo following a stream of consciousness to bring an item to their hand.

**Portal to Limbo**

Level: 8

Range: Planar

Area: Room/Unit

Duration: Persistent

The Necromancer marks out the boundaries of a mystical gate which opens the way to Limbo .

**Summon Raven**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Necromancer briefly opens a portal to Limbo from which issues a Raven .

**Summon Rat**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Necromancer briefly opens a portal to Limbo from which issues a Rat .

**Summon Wraith**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Necromancer briefly opens a portal to Limbo from which issues a Wraith .

**Summon Undead**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Necromancer briefly opens a portal to Limbo from which issues a Undead .

**Bone Wall**

Level: 4

Range: Throw

Area: Room/Unit

Duration: Persistent

The Necromancer calls Bone from Limbo creating a barrier around them.

**Detect Raven**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Necromancer becomes aware of any Raven within range.

**Detect Rat**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Necromancer becomes aware of any Rat within range.

**Detect Wraith**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Necromancer becomes aware of any Wraith within range.

**Detect Undead**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Necromancer becomes aware of any Undead within range.

**Detect Bone**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Necromancer becomes aware of any Bone within range.

**Project Life Sense**

Level: 5

Range: Kingdom

Area: Individual

Duration: Persistent

The Necromancer extends the reach of their Life Sense .

**Query Limbo**

Level: 5

Range: Planar

Area: Individual

Duration: Instant

The Necromancer sends forth their thought to Limbo seeking answers to their questions.

**Rede the Bones**

Level: 0

Range: Touch

Area: Individual

Duration: Instant

The Necromancer observes the mystical significance of the the Bones to predict the future.

**The Sight**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Necromancer uses their inner eye to see into the etherial plane making magical energies and spirits visible to them.

**Consecrate To Death**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Necromancer prepares an item for use in Deathmagic.

**Counter Death**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Necromancer twists the aether to prevent a Death spell from being cast.

**Deflect Death**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Necromancer blocks and turns aside Death energies to shield themselves from attack.

**Enchant Death**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Necromancer imdues an object with magical power to create a permanent effect.

**Reflect Death**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Necromancer turns their foolish foe's Death arts back upon them like a true master.

**Animate Bone**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer causes an Bone object to move like a living creature.

**Create Bone**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Necromancer makes Bone out of nothing. Crafted items will only be of the quality the caster can craft themselves.

**Impel Bone**

Level: 2

Range: Throw

Area: Individual

Duration: Persistent

The Necromancer draws on their mystical power to move objects about in mid air as if lifted by an invisible hand.

**Earth Spells****Bestow Armour**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist imbues the subject with the Armour ability.

**Enhance Strength**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist infuses the subject's body with mystical energies increasing their Strength by one.

**Mend Bone**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer shapes Bone like putty to mend and restore it to its proper order, healing Result + Willpower points of damage.

**Permeate Bone**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer causes the subject to pass through Bone as if it were thin air.

**Enhance Mining**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist infuses the subject's body with mystical energies increasing their Mining skill by five.

**Impair Strength**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist tangles the subject's body and mind with mystical energies reducing their Strength by one.

**Sculpt Bone**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Necromancer molds and shapes Bone as if it were clay in their hands.

**Impair Mining**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist tangles the subject's body and mind with mystical energies reducing their Mining skill by five.

**Leach Strength**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist absorbs energy from the subject's body and mind reducing the victim's Strength and increasing their own by one.

**Aspect of the Badger**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist causes the subject to take on the traits and abilities of the Badger but not its physical characteristics.

**Form of the Chicken**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Chicken gaining its physical characteristics and abilities but not its skills .

**Form of the Badger**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Badger gaining its physical characteristics and abilities but not its skills .

**Form of the Earth**

Elemental

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Earth Elemental gaining its physical characteristics and abilities but not its skills .

**Form of the Black Dwarf**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Black Dwarf gaining its physical characteristics and abilities but not its skills.

**Impose Stubbornness**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically twists the subjects thoughts causing them to experience Stubbornness.

**Bind Chicken**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Bind Badger**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Bind Earth Elemental**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Bind Black Dwarf**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Call Chicken**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Chicken in range to come to them.

**Call Badger**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Badger in range to come to them

**Call Earth Elemental**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Earth Elemental in range to come to them

**Call Black Dwarf**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Black Dwarf in range to come to them

**Command Chicken**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Chickens, will to their own use making it obey their every command.

**Command Badger**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Badgers, will to their own use making it obey their every command.

**Command Earth Elemental**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Earth Elementals, will to their own use making it obey their every command.

**Command Black Dwarf**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Black Dwarfs, will to their own use making it obey their every command.

**Evoke Stubbornness**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist draws up thoughts and memories which make the subject Stubbornness .

**Possession Earth Elemental**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist The Earth Elementals spirit enters into the subject's body and takes control of it.

**Stone Blast**

Level: 3

Range: Sight

Area: Room/Unit

Duration: Instant

The Elementalist hurls an explosion of Stone at their foes causing Result + Willpower points of damage.

**Stone Bolt**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist hurls a bolt of Stone at their foe causing Result + Willpower points of damage.

**Contact Cavern**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Elementalist opens a mystical conduit to theCavern to communicate with the beings that dwell there.

**Draw Stone**

Level: 5

Range: Kingdom

Area: Individual

Duration: Instant

The Elementalist reaches through the Cavern following a stream of consciousness to bring an item to their hand.

**Portal to Cavern**

Level: 8

Range: Planar

Area: Room/Unit

Duration: Persistent

The Elementalist marks out the boundaries of a mystical gate which opens the way to Cavern .



**Summon Chicken**

Level: 6  
Range: Planar  
Area: Individual  
Duration: Persistent  
The Elementalist briefly opens a portal to Cavern from which issues a Chicken .

**Summon Badger**

Level: 6  
Range: Planar  
Area: Individual  
Duration: Persistent  
The Elementalist briefly opens a portal to Cavern from which issues a Badger .

**Summon Earth Elemental**

Level: 6  
Range: Planar  
Area: Individual  
Duration: Persistent  
The Elementalist briefly opens a portal to Cavern from which issues a Earth Elemental .

**Summon Black Dwarf**

Level: 6  
Range: Planar  
Area: Individual  
Duration: Persistent  
The Elementalist briefly opens a portal to Cavern from which issues a Black Dwarf .

**Stone Wall**

Level: 4  
Range: Throw  
Area: Room/Unit  
Duration: Persistent  
The Elementalist calls Stone from Cavern creating a barrier around them.

**Detect Chicken**

Level: 3  
Range: Sight  
Area: Individual  
Duration: Persistent  
The Elementalist becomes aware of any Chicken within range.

**Detect Badger**

Level: 3  
Range: Sight  
Area: Individual  
Duration: Persistent  
The Elementalist becomes aware of any Badger within range.

**Detect Earth Elemental**

Level: 3  
Range: Sight  
Area: Individual  
Duration: Persistent  
The Elementalist becomes aware of any Earth Elemental within range.

**Detect Black Dwarf**

Level: 3  
Range: Sight  
Area: Individual  
Duration: Persistent  
The Elementalist becomes aware of any Black Dwarf within range.

**Detect Stone**

Level: 3  
Range: Sight  
Area: Individual  
Duration: Persistent  
The Elementalist becomes aware of any Stone within range.

**Project Earth Sense**

Level: 5  
Range: Kingdom  
Area: Individual  
Duration: Persistent  
The Elementalist extends the reach of their Earth Sense .

**Query Cavern**

Level: 5  
Range: Planar  
Area: Individual  
Duration: Instant  
The Elementalist sends forth their thought to Cavern seeking answers to their questions.

**Rede Vibrations**

Level: 0  
Range: Touch  
Area: Individual  
Duration: Instant  
The Elementalist observes the mystical significance of the Vibrations to predict the future.

**The Sight**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist uses their inner eye to see into the etherial plane making magical energies and spirits visible to them.

**Consecrate To Earth**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Elementalist prepares an item for use in Earthmagic.

**Counter Earth**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist twists the aether to prevent a Earth spell from being cast.

**Deflect Earth**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist blocks and turns aside Earth energies to shield themselves from attack.

**Enchant Earth**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Elementalist imdues an object with magical power to create a permanent effect.

**Reflect Earth**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist turns their foolish foe's Earth arts back upon them like a true master.

**Animate Stone**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist causes an Stone object to move like a living creature.

**Create Stone**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Elementalist makes Stone out of nothing. Crafted items will only be of the quality the caster can craft themselves.

**Impel Stone**

Level: 2

Range: Throw

Area: Individual

Duration: Persistent

The Elementalist draws on their mystical power to move objects about in mid air as if lifted by an invisible hand.

**Mend Stone**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist shapes Stone like putty to mend and restore it to its proper order, healing Result + Willpower points of damage.

**Permeate Stone**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist causes the subject to pass through Stone as if it were thin air.

**Sculpt Stone**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist molds and shapes Stone as if it were clay in their hands.

## **Evil Spells**

### **Bestow Venom**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer imbues the subject with the Venom ability.

### **Enhance Fortune**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer infuses the subject's body with mystical energies increasing their Fortune by one.

### **Enhance Deceive**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer infuses the subject's body with mystical energies increasing their Deceive skill by five.

### **Impair Fortune**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer tangles the subject's body and mind with mystical energies reducing their Fortune by one.

### **Impair Deceive**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer tangles the subject's body and mind with mystical energies reducing their Deceive skill by five.

### **Leech Fortune**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer absorbs energy from the subject's body and mind reducing the victim's Fortune and increasing their own by one.

### **Aspect of the Crow**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer causes the subject to take on the traits and abilities of the Crow but not its physical characteristics.

### **Form of the Wolf**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer magically turns into a Wolf gaining its physical characteristics and abilities but not its skills .

### **Form of the Crow**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer magically turns into a Crow gaining its physical characteristics and abilities but not its skills .

### **Form of the Demon**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer magically turns into a Demon gaining its physical characteristics and abilities but not its skills .

### **Form of the Goblin**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer magically turns into a Goblin gaining its physical characteristics and abilities but not its skills.

### **Impose Cruelty**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer magically twists the subjects thoughts causing them to experience Cruelty.

**Bind Wolf**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer connects the subject to another spell, making them as one.

**Bind Crow**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer connects the subject to another spell, making them as one.

**Bind Demon**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer connects the subject to another spell, making them as one.

**Bind Goblin**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer connects the subject to another spell, making them as one.

**Call Wolf**

Level: 6

Range: Sight

Area: Individual

Duration: Persistent

The Sorcerer sends out their thoughts to call any Wolf in range to come to them.

**Call Crow**

Level: 6

Range: Sight

Area: Individual

Duration: Persistent

The Sorcerer sends out their thoughts to call any Crow in range to come to them

**Call Demon**

Level: 6

Range: Sight

Area: Individual

Duration: Persistent

The Sorcerer sends out their thoughts to call any Demon in range to come to them

**Call Goblin**

Level: 6

Range: Sight

Area: Individual

Duration: Persistent

The Sorcerer sends out their thoughts to call any Goblin in range to come to them

**Command Wolf**

Level: 5

Range: Thrown

Area: Individual

Duration: Persistent

The Sorcerer magically turns the Wolves, will to their own use making it obey their every command.

**Command Crow**

Level: 5

Range: Thrown

Area: Individual

Duration: Persistent

The Sorcerer magically turns the Crows, will to their own use making it obey their every command.

**Command Demon**

Level: 5

Range: Thrown

Area: Individual

Duration: Persistent

The Sorcerer magically turns the Demons, will to their own use making it obey their every command.

**Command Goblin**

Level: 5

Range: Thrown

Area: Individual

Duration: Persistent

The Sorcerer magically turns the Goblins, will to their own use making it obey their every command.

**Evoke Hate**

Level: 5

Range: Thrown

Area: Individual

Duration: Persistent

The Sorcerer draws up thoughts and memories which make the subject Hate .

**Possession Demon**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer The Demons spirit enters into the subject's body and takes control of it.

**Poison Blast**

Level: 6

Range: Sight

Area: Room/Unit

Duration: Instant

The Sorcerer hurls an explosion of Poison at their foes causing Result + Willpower points of damage.

**Poison Bolt**

Level: 5

Range: Sight

Area: Individual

Duration: Instant

The Sorcerer hurls a bolt of Poison at their foe causing Result + Willpower points of damage.

**Contact Hell**

Level: 9

Range: Planar

Area: Individual

Duration: Persistent

The Sorcerer opens a mystical conduit to the Hell to communicate with the beings that dwell there.

**Draw Poison**

Level: 8

Range: Kingdom

Area: Individual

Duration: Instant

The Sorcerer reaches through the Hell following a stream of consciousness to bring an item to their hand.

**Portal to Hell**

Level: 11

Range: Planar

Area: Room/Unit

Duration: Persistent

The Sorcerer marks out the boundaries of a mystical gate which opens the way to Hell .

**Summon Wolf**

Level: 9

Range: Planar

Area: Individual

Duration: Persistent

The Sorcerer briefly opens a portal to Hell from which issues a Wolf .

**Summon Crow**

Level: 9

Range: Planar

Area: Individual

Duration: Persistent

The Sorcerer briefly opens a portal to Hell from which issues a Crow .

**Summon Demon**

Level: 9

Range: Planar

Area: Individual

Duration: Persistent

The Sorcerer briefly opens a portal to Hell from which issues a Demon .

**Summon Goblin**

Level: 9

Range: Planar

Area: Individual

Duration: Persistent

The Sorcerer briefly opens a portal to Hell from which issues a Goblin .

**Poison Wall**

Level: 7

Range: Throw

Area: Room/Unit

Duration: Persistent

The Sorcerer calls Poison from Hell creating a barrier around them.

**Detect Wolf**

Level: 6

Range: Sight

Area: Individual

Duration: Persistent

The Sorcerer becomes aware of any Wolf within range.

**Detect Crow**

Level: 6

Range: Sight

Area: Individual

Duration: Persistent

The Sorcerer becomes aware of any Crow within range.

**Detect Demon**

Level: 6

Range: Sight

Area: Individual

Duration: Persistent

The Sorcerer becomes aware of any Demon within range.

**Detect Goblin**

Level: 6

Range: Sight

Area: Individual

Duration: Persistent

The Sorcerer becomes aware of any Goblin within range.

**Detect Poison**

Level: 6

Range: Sight

Area: Individual

Duration: Persistent

The Sorcerer becomes aware of any Poison within range.

**Project Sense Deceit**

Level: 8

Range: Kingdom

Area: Individual

Duration: Persistent

The Sorcerer extends the reach of their Sense Deceit .

**Query Hell**

Level: 8

Range: Planar

Area: Individual

Duration: Instant

The Sorcerer sends forth their thought to Hell seeking answers to their questions.

**Rede Planets**

Level: 3

Range: Touch

Area: Individual

Duration: Instant

The Sorcerer observes the mystical significance of the Planets to predict the future.

**The Sight**

Level: 6

Range: Sight

Area: Individual

Duration: Persistent

The Sorcerer uses their inner eye to see into the etherial plane making magical energies and spirits visible to them.

**Consecrate To Evil**

Level: 7

Range: Touch

Area: Individual

Duration: Permanent

The Sorcerer prepares an item for use in Evilmagic.

**Counter Evil**

Level: 5

Range: Sight

Area: Individual

Duration: Instant

The Sorcerer twists the aether to prevent a Evil spell from being cast.

**Deflect Evil**

Level: 5

Range: Sight

Area: Individual

Duration: Instant

The Sorcerer blocks and turns aside Evil energies to shield themselves from attack.

**Enchant Evil**

Level: 7

Range: Touch

Area: Individual

Duration: Permanent

The Sorcerer imdues an object with magical power to create a permanent effect.

**Reflect Evil**

Level: 5

Range: Sight

Area: Individual

Duration: Instant

The Sorcerer turns their foolish foe's Evil arts back upon them like a true master.

**Animate Poison**

Level: 5

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer causes an Poison object to move like a living creature.

**Create Poison**

Level: 7

Range: Touch

Area: Individual

Duration: Permanent

The Sorcerer makes Poison out of nothing. Crafted items will only be of the quality the caster can craft themselves.

**Impel Poison**

Level: 5

Range: Throw

Area: Individual

Duration: Persistent

The Sorcerer draws on their mystical power to move objects about in mid air as if lifted by an invisible hand.

**Mend Poison**

Level: 4

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer shapes Poison like putty to mend and restore it to its proper order, healing Result + Willpower points of damage.

**Permeate Poison**

Level: 5

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer causes the subject to pass through Poison as if it were thin air.

**Sculpt Poison**

Level: 5

Range: Touch

Area: Individual

Duration: Persistent

The Sorcerer molds and shapes Poison as if it were clay in their hands.

**Fire Spells****Bestow Fire Resistance**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist imbues the subject with the Fire Resistance ability.

**Enhance Metal Work**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist infuses the subject's body with mystical energies increasing their Metal Work skill by five.

**Impair Metal Work**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist tangles the subject's body and mind with mystical energies reducing their Metal Work skill by five.

**Enhance Agility**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist infuses the subject's body with mystical energies increasing their Agility by one.

**Impair Agility**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist tangles the subject's body and mind with mystical energies reducing their Agility by one.

**Leach Agility**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist absorbs energy from the subject's body and mind reducing the victim's Agility and increasing their own by one.

**Aspect of the Salamander**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist causes the subject to take on the traits and abilities of the Salamander but not its physical characteristics.

**Form of the Phoenix**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Phoenix gaining its physical characteristics and abilities but not its skills .

**Form of the Salamander**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Salamander gaining its physical characteristics and abilities but not its skills .

**Form of the Fire Elemental**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Fire Elemental gaining its physical characteristics and abilities but not its skills .

**Form of the Red Dwarf**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Red Dwarf gaining its physical characteristics and abilities but not its skills.

**Impose Capriciousness**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically twists the subjects thoughts causing them to experience Capriciousness.

**Bind Phoenix**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Bind Salamander**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Bind Fire Elemental**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Bind Red Dwarf**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Call Phoenix**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Phoenix in range to come to them.

**Call Salamander**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Salamander in range to come to them



**Call Fire Elemental**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Fire Elemental in range to come to them

**Call Red Dwarf**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Red Dwarf in range to come to them

**Command Phoenix**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Phoenixs, will to their own use making it obey their every command.

**Command Salamander**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Salamanders, will to their own use making it obey their every command.

**Command Fire Elemental**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Fire Elementals, will to their own use making it obey their every command.

**Command Red Dwarf**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Red Dwarfs, will to their own use making it obey their every command.

**Evoke Hunger**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist draws up thoughts and memories which make the subject Hunger .

**Possession Fire Elemental**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist The Fire Elementals spirit enters into the subject's body and takes control of it.

**Flame Blast**

Level: 3

Range: Sight

Area: Room/Unit

Duration: Instant

The Elementalist hurls an explosion of Flame at their foes causing Result + Willpower points of damage.

**Flame Bolt**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist hurls a bolt of Flame at their foe causing Result + Willpower points of damage.

**Contact Inferno**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Elementalist opens a mystical conduit to theInferno to communicate with the beings that dwell there.

**Draw Flame**

Level: 5

Range: Kingdom

Area: Individual

Duration: Instant

The Elementalist reaches through the Inferno following a stream of consciousness to bring an item to their hand.

**Portal to Inferno**

Level: 8

Range: Planar

Area: Room/Unit

Duration: Persistent

The Elementalist marks out the boundaries of a mystical gate which opens the way to Inferno .

**Summon Phoenix**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Elementalist briefly opens a portal to Inferno from which issues a Phoenix .

**Summon Salamander**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Elementalist briefly opens a portal to Inferno from which issues a Salamander .

**Summon Fire Elemental**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Elementalist briefly opens a portal to Inferno from which issues a Fire Elemental .

**Summon Red Dwarf**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Elementalist briefly opens a portal to Inferno from which issues a Red Dwarf .

**Flame Wall**

Level: 4

Range: Throw

Area: Room/Unit

Duration: Persistent

The Elementalist calls Flame from Inferno creating a barrier around them.

**Detect Phoenix**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist becomes aware of any Phoenix within range.

**Detect Salamander**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist becomes aware of any Salamander within range.

**Detect Fire Elemental**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist becomes aware of any Fire Elemental within range.

**Detect Red Dwarf**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist becomes aware of any Red Dwarf within range.

**Detect Flame**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist becomes aware of any Flame within range.

**Project Fire Sense**

Level: 5

Range: Kingdom

Area: Individual

Duration: Persistent

The Elementalist extends the reach of their Fire Sense .

**Query Inferno**

Level: 5

Range: Planar

Area: Individual

Duration: Instant

The Elementalist sends forth their thought to Inferno seeking answers to their questions.

**Rede Flames**

Level: 0

Range: Touch

Area: Individual

Duration: Instant

The Elementalist observes the mystical significance of the Flames to predict the future.

**The Sight**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist uses their inner eye to see into the etherial plane making magical energies and spirits visible to them.

**Consecrate To Fire**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Elementalist prepares an item for use in Firemagic.

**Counter Fire**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist twists the aether to prevent a Fire spell from being cast.

**Deflect Fire**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist blocks and turns aside Fire energies to shield themselves from attack.

**Enchant Fire**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Elementalist imdues an object with magical power to create a permanent effect.

**Reflect Fire**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist turns their foolish foe's Fire arts back upon them like a true master.

**Animate Flame**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist causes an Flame object to move like a living creature.

**Create Flame**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Elementalist makes Flame out of nothing. Crafted items will only be of the quality the caster can craft themselves.

**Impel Flame**

Level: 2

Range: Throw

Area: Individual

Duration: Persistent

The Elementalist draws on their mystical power to move objects about in mid air as if lifted by an invisible hand.

**Mend Flame**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist shapes Flame like putty to mend and restore it to its proper order, healing Result + Willpower points of damage.

**Permeate Flame**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist causes the subject to pass through Flame as if it were thin air.

**Sculpt Flame**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist molds and shapes Flame as if it were clay in their hands.

## **Good Spells**

### **Bestow Immortality**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant imbues the subject with the Immortality ability.

### **Enhance Willpower**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant infuses the subject's body with mystical energies increasing their Willpower by one.

### **Enhance Befriend**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant infuses the subject's body with mystical energies increasing their Befriend skill by five.

### **Impair Willpower**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant tangles the subject's body and mind with mystical energies reducing their Willpower by one.

### **Impair Befriend**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant tangles the subject's body and mind with mystical energies reducing their Befriend skill by five.

### **Leach Willpower**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant absorbs energy from the subject's body and mind reducing the victim's Willpower and increasing their own by one.

### **Aspect of the Dog**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant causes the subject to take on the traits and abilities of the Dog but not its physical characteristics.

### **Form of the Dove**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant magically turns into a Dove gaining its physical characteristics and abilities but not its skills .

### **Form of the Dog**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant magically turns into a Dog gaining its physical characteristics and abilities but not its skills .

### **Form of the Angel**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant magically turns into a Angel gaining its physical characteristics and abilities but not its skills .

### **Form of the High Elf**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant magically turns into a High Elf gaining its physical characteristics and abilities but not its skills.

### *Impose Kindness*

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant magically twists the subjects thoughts causing them to experience Kindness.

**Bind Dove**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant connects the subject to another spell, making them as one.

**Bind Dog**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant connects the subject to another spell, making them as one.

**Bind Angel**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant connects the subject to another spell, making them as one.

**Bind High Elf**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant connects the subject to another spell, making them as one.

**Call Dove**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Hierophant sends out their thoughts to call any Dove in range to come to them.

**Call Dog**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Hierophant sends out their thoughts to call any Dog in range to come to them

**Call Angel**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Hierophant sends out their thoughts to call any Angel in range to come to them

**Call High Elf**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Hierophant sends out their thoughts to call any High Elf in range to come to them

**Command Dove**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Hierophant magically turns the Doves, will to their own use making it obey their every command.

**Command Dog**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Hierophant magically turns the Dogs, will to their own use making it obey their every command.

**Command Angel**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Hierophant magically turns the Angels, will to their own use making it obey their every command.

**Command High Elf**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Hierophant magically turns the High Elfs, will to their own use making it obey their every command.

**Evoke Compassion**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Hierophant draws up thoughts and memories which make the subject Compassion .

**Possession Angel**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant The Angels spirit enters into the subject's body and takes control of it.

**Food Blast**

Level: 3

Range: Sight

Area: Room/Unit

Duration: Instant

The Hierophant hurls an explosion of Food at their foes causing Result + Willpower points of damage.

**Food Bolt**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Hierophant hurls a bolt of Food at their foe causing Result + Willpower points of damage.

**Contact Heaven**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Hierophant opens a mystical conduit to the Heaven to communicate with the beings that dwell there.

**Draw Food**

Level: 5

Range: Kingdom

Area: Individual

Duration: Instant

The Hierophant reaches through the Heaven following a stream of consciousness to bring an item to their hand.

**Portal to Heaven**

Level: 8

Range: Planar

Area: Room/Unit

Duration: Persistent

The Hierophant marks out the boundaries of a mystical gate which opens the way to Heaven .

**Summon Dove**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Hierophant briefly opens a portal to Heaven from which issues a Dove .

**Summon Dog**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Hierophant briefly opens a portal to Heaven from which issues a Dog .

**Summon Angel**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Hierophant briefly opens a portal to Heaven from which issues a Angel .

**Summon High Elf**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Hierophant briefly opens a portal to Heaven from which issues a High Elf .

**Food Wall**

Level: 4

Range: Throw

Area: Room/Unit

Duration: Persistent

The Hierophant calls Food from Heaven creating a barrier around them.

**Detect Dove**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Hierophant becomes aware of any Dove within range.

**Detect Dog**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Hierophant becomes aware of any Dog within range.

**Detect Angel**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Hierophant becomes aware of any Angel within range.

**Detect High Elf**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Hierophant becomes aware of any High Elf within range.

**Detect Food**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Hierophant becomes aware of any Food within range.

**Project Truth Sense**

Level: 5

Range: Kingdom

Area: Individual

Duration: Persistent

The Hierophant extends the reach of their Truth Sense .

**Query Heaven**

Level: 5

Range: Planar

Area: Individual

Duration: Instant

The Hierophant sends forth their thought to Heaven seeking answers to their questions.

**Rede Visions**

Level: 0

Range: Touch

Area: Individual

Duration: Instant

The Hierophant observes the mystical significance of the Visions to predict the future.

**The Sight**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Hierophant uses their inner eye to see into the etherial plane making magical energies and spirits visible to them.

**Consecrate To Good**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Hierophant prepares an item for use in Goodmagic.

**Counter Good**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Hierophant twists the aether to prevent a Good spell from being cast.

**Deflect Good**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Hierophant blocks and turns aside Good energies to shield themselves from attack.

**Enchant Good**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Hierophant imdues an object with magical power to create a permanent effect.

**Reflect Good**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Hierophant turns their foolish foe's Good arts back upon them like a true master.

**Animate Food**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant causes an Food object to move like a living creature.

### **Create Food**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Hierophant makes Food out of nothing. Crafted items will only be of the quality the caster can craft themselves.

### **Impel Food**

Level: 2

Range: Throw

Area: Individual

Duration: Persistent

The Hierophant draws on their mystical power to move objects about in mid air as if lifted by an invisible hand.

### **Good Spells**

#### **Bestow Healing**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer imbues the subject with the Healing ability.

#### **Enhance Endurance**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer infuses the subject's body with mystical energies increasing their Endurance by one.

### **Mend Food**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant shapes Food like putty to mend and restore it to its proper order, healing Result + Willpower points of damage.

### **Permeate Food**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant causes the subject to pass through Food as if it were thin air.

### **Enhance Farm**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer infuses the subject's body with mystical energies increasing their Farm skill by five.

### **Impair Endurance**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer tangles the subject's body and mind with mystical energies reducing their Endurance by one.

### **Sculpt Food**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Hierophant molds and shapes Food as if it were clay in their hands.

### **Impair Farm**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer tangles the subject's body and mind with mystical energies reducing their Farm skill by five.

### **Leach Endurance**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer absorbs energy from the subject's body and mind reducing the victim's Endurance and increasing their own by one.



**Aspect of the Rabbit**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer causes the subject to take on the traits and abilities of the Rabbit but not its physical characteristics.

**Form of the Unicorn**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer magically turns into a Unicorn gaining its physical characteristics and abilities but not its skills .

**Form of the Rabbit**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer magically turns into a Rabbit gaining its physical characteristics and abilities but not its skills .

**Form of the Nymph**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer magically turns into a Nymph gaining its physical characteristics and abilities but not its skills .

**Form of the Human**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer magically turns into a Human gaining its physical characteristics and abilities but not its skills.

**Impose Fecundity**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer magically twists the subjects thoughts causing them to experience Fecundity.

**Bind Unicorn**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer connects the subject to another spell, making them as one.

**Bind Rabbit**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer connects the subject to another spell, making them as one.

**Bind Nymph**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer connects the subject to another spell, making them as one.

**Bind Human**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer connects the subject to another spell, making them as one.

**Call Unicorn**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Healer sends out their thoughts to call any Unicorn in range to come to them.

**Call Rabbit**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Healer sends out their thoughts to call any Rabbit in range to come to them

**Call Nymph**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Healer sends out their thoughts to call any Nymph in range to come to them

**Call Human**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Healer sends out their thoughts to call any Human in range to come to them

**Command Unicorn**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Healer magically turns the Unicorns, will to their own use making it obey their every command.

**Command Rabbit**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Healer magically turns the Rabbits, will to their own use making it obey their every command.

**Command Nymph**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Healer magically turns the Nymphs, will to their own use making it obey their every command.

**Command Human**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Healer magically turns the Humans, will to their own use making it obey their every command.

**Evoke Love**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Healer draws up thoughts and memories which make the subject Love .

**Possession Nymph**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer The Nymphs spirit enters into the subject's body and takes control of it.

**Flesh Blast**

Level: 3

Range: Sight

Area: Room/Unit

Duration: Instant

The Healer hurls an explosion of Flesh at their foes causing Result + Willpower points of damage.

**Flesh Bolt**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Healer hurls a bolt of Flesh at their foe causing Result + Willpower points of damage.

**Contact Wilds**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Healer opens a mystical conduit to the Wilds to communicate with the beings that dwell there.

**Draw Flesh**

Level: 5

Range: Kingdom

Area: Individual

Duration: Instant

The Healer reaches through the Wilds following a stream of consciousness to bring an item to their hand.

**Portal to Wilds**

Level: 8

Range: Planar

Area: Room/Unit

Duration: Persistent

The Healer marks out the boundaries of a mystical gate which opens the way to Wilds .

**Summon Unicorn**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Healer briefly opens a portal to Wilds from which issues a Unicorn .

**Summon Rabbit**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Healer briefly opens a portal to Wilds from which issues a Rabbit .

**Summon Nymph**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Healer briefly opens a portal to Wilds from which issues a Nymph .

**Summon Human**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Healer briefly opens a portal to Wilds from which issues a Human .

**Flesh Wall**

Level: 4

Range: Throw

Area: Room/Unit

Duration: Persistent

The Healer calls Flesh from Wilds creating a barrier around them.

**Detect Unicorn**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Healer becomes aware of any Unicorn within range.

**Detect Rabbit**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Healer becomes aware of any Rabbit within range.

**Detect Nymph**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Healer becomes aware of any Nymph within range.

**Detect Human**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Healer becomes aware of any Human within range.

**Detect Flesh**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Healer becomes aware of any Flesh within range.

**Project Life Sense**

Level: 5

Range: Kingdom

Area: Individual

Duration: Persistent

The Healer extends the reach of their Life Sense .

**Query Wilds**

Level: 5

Range: Planar

Area: Individual

Duration: Instant

The Healer sends forth their thought to Wilds seeking answers to their questions.

**Rede Flight of Birds**

Level: 0

Range: Touch

Area: Individual

Duration: Instant

The Healer observes the mystical significance of the Flight of Birds to predict the future.

**The Sight**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Healer uses their inner eye to see into the etherial plane making magical energies and spirits visible to them.

**Consecrate To Good**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Healer prepares an item for use in Goodmagic.

**Counter Good**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Healer twists the aether to prevent a Good spell from being cast.

**Deflect Good**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Healer blocks and turns aside Good energies to shield themselves from attack.

**Enchant Good**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Healer imbues an object with magical power to create a permanent effect.

**Reflect Good**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Healer turns their foolish foe's Good arts back upon them like a true master.

**Animate Flesh**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Healer causes an Flesh object to move like a living creature.

**Create Flesh**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Healer makes Flesh out of nothing. Crafted items will only be of the quality the caster can craft themselves.

**Impel Flesh**

Level: 2

Range: Throw

Area: Individual

Duration: Persistent

The Healer draws on their mystical power to move objects about in mid air as if lifted by an invisible hand.

**Mend Flesh**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Healer shapes Flesh like putty to mend and restore it to its proper order, healing Result + Willpower points of damage.

**Permeate Flesh**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Healer causes the subject to pass through Flesh as if it were thin air.

**Sculpt Flesh**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Healer molds and shapes Flesh as if it were clay in their hands.

## **Light Spells**

### **Bestow Exceptional Sight**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator imbues the subject with the Exceptional Sight ability.

### **Enhance Perception**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator infuses the subject's body with mystical energies increasing their Perception by one.

### **Enhance Notice**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator infuses the subject's body with mystical energies increasing their Notice skill by five.

### **Impair Perception**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator tangles the subject's body and mind with mystical energies reducing their Perception by one.

### **Impair Notice**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator tangles the subject's body and mind with mystical energies reducing their Notice skill by five.

### **Leach Perception**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator absorbs energy from the subject's body and mind reducing the victim's Perception and increasing their own by one.

### **Aspect of the Humming Bird**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator causes the subject to take on the traits and abilities of the Humming Bird but not its physical characteristics.

### **Form of the Lizard**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator magically turns into a Lizard gaining its physical characteristics and abilities but not its skills .

### **Form of the Humming Bird**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator magically turns into a Humming Bird gaining its physical characteristics and abilities but not its skills .

### **Form of the Ethical**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator magically turns into a Ethical gaining its physical characteristics and abilities but not its skills .

### **Form of the Elf**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator magically turns into a Elf gaining its physical characteristics and abilities but not its skills.

### **Impose Cheerfulness**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator magically twists the subjects thoughts causing them to experience Cheerfulness.

**Bind Lizard**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator connects the subject to another spell, making them as one.

**Bind Humming Bird**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator connects the subject to another spell, making them as one.

**Bind Ethical**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator connects the subject to another spell, making them as one.

**Bind Elf**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator connects the subject to another spell, making them as one.

**Call Lizard**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Illuminator sends out their thoughts to call any Lizard in range to come to them.

**Call Humming Bird**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Illuminator sends out their thoughts to call any Humming Bird in range to come to them

**Call Ethical**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Illuminator sends out their thoughts to call any Ethical in range to come to them

**Call Elf**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Illuminator sends out their thoughts to call any Elf in range to come to them

**Command Lizard**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Illuminator magically turns the Lizards, will to their own use making it obey their every command.

**Command Humming Bird**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Illuminator magically turns the Humming Birds, will to their own use making it obey their every command.

**Command Ethical**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Illuminator magically turns the Ethicals, will to their own use making it obey their every command.

**Command Elf**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Illuminator magically turns the Elfs, will to their own use making it obey their every command.

**Evoke Reason**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Illuminator draws up thoughts and memories which make the subject Reason .

**Possession Ethical**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator The Ethicals spirit enters into the subject's body and takes control of it.

**Illusion Blast**

Level: 3

Range: Sight

Area: Room/Unit

Duration: Instant

The Illuminator hurls an explosion of Illusion at their foes causing Result + Willpower points of damage.

**Illusion Bolt**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Illuminator hurls a bolt of Illusion at their foe causing Result + Willpower points of damage.

**Contact Summer Lands**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Illuminator opens a mystical conduit to the Summer Lands to communicate with the beings that dwell there.

**Draw Illusion**

Level: 5

Range: Kingdom

Area: Individual

Duration: Instant

The Illuminator reaches through the Summer Lands following a stream of consciousness to bring an item to their hand.

**Portal to Summer Lands**

Level: 8

Range: Planar

Area: Room/Unit

Duration: Persistent

The Illuminator marks out the boundaries of a mystical gate which opens the way to Summer Lands .

**Summon Lizard**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Illuminator briefly opens a portal to Summer Lands from which issues a Lizard .

**Summon Humming Bird**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Illuminator briefly opens a portal to Summer Lands from which issues a Humming Bird .

**Summon Ethical**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Illuminator briefly opens a portal to Summer Lands from which issues a Ethical .

**Summon Elf**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Illuminator briefly opens a portal to Summer Lands from which issues a Elf .

**Illusion Wall**

Level: 4

Range: Throw

Area: Room/Unit

Duration: Persistent

The Illuminator calls Illusion from Summer Lands creating a barrier around them.

**Detect Lizard**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Illuminator becomes aware of any Lizard within range.

**Detect Humming Bird**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Illuminator becomes aware of any Humming Bird within range.

**Detect Ethical**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Illuminator becomes aware of any Ethical within range.

**Detect Elf**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Illuminator becomes aware of any Elf within range.

**Detect Illusion**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Illuminator becomes aware of any Illusion within range.

**Project Sight**

Level: 5

Range: Kingdom

Area: Individual

Duration: Persistent

The Illuminator extends the reach of their Sight .

**Query Summer Lands**

Level: 5

Range: Planar

Area: Individual

Duration: Instant

The Illuminator sends forth their thought to Summer Lands seeking answers to their questions.

**Rede the Stars**

Level: 0

Range: Touch

Area: Individual

Duration: Instant

The Illuminator observes the mystical significance of the the Stars to predict the future.

**The Sight**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Illuminator uses their inner eye to see into the etherial plane making magical energies and spirits visible to them.

**Consecrate To Light**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Illuminator prepares an item for use in Lightmagic.

**Counter Light**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Illuminator twists the aether to prevent a Light spell from being cast.

**Deflect Light**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Illuminator blocks and turns aside Light energies to shield themselves from attack.

**Enchant Light**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Illuminator imdues an object with magical power to create a permanent effect.

**Reflect Light**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Illuminator turns their foolish foe's Light arts back upon them like a true master.



**Animate Illusion**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator causes an Illusion object to move like a living creature.

**Create Illusion**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Illuminator makes Illusion out of nothing. Crafted items will only be of the quality the caster can craft themselves.

**Impel Illusion**

Level: 2

Range: Throw

Area: Individual

Duration: Persistent

The Illuminator draws on their mystical power to move objects about in mid air as if lifted by an invisible hand.

**Mend Illusion**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator shapes Illusion like putty to mend and restore it to its proper order, healing Result + Willpower points of damage.

**Permeate Illusion**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator causes the subject to pass through Illusion as if it were thin air.

**Sculpt Illusion**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Illuminator molds and shapes Illusion as if it were clay in their hands.

**Water Spells****Bestow Amphibious**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist imbues the subject with the Amphibious ability.

**Enhance Agility**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist infuses the subject's body with mystical energies increasing their Agility by one.

**Enhance Swim**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist infuses the subject's body with mystical energies increasing their Swim skill by five.

**Impair Agility**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist tangles the subject's body and mind with mystical energies reducing their Agility by one.

**Impair Swim**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist tangles the subject's body and mind with mystical energies reducing their Swim skill by five.

**Leach Agility**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist absorbs energy from the subject's body and mind reducing the victim's Agility and increasing their own by one.

**Aspect of the Fish**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist causes the subject to take on the traits and abilities of the Fish but not its physical characteristics.

**Form of the Sea Gull**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Sea Gull gaining its physical characteristics and abilities but not its skills .

**Form of the Fish**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Fish gaining its physical characteristics and abilities but not its skills .

**Form of the Water**

Elemental

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Water Elemental gaining its physical characteristics and abilities but not its skills .

**Form of the Merfolk**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically turns into a Merfolk gaining its physical characteristics and abilities but not its skills.

**Impose Moodiness**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist magically twists the subjects thoughts causing them to experience Moodiness.

**Bind Sea Gull**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Bind Fish**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Bind Water Elemental**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Bind Merfolk**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist connects the subject to another spell, making them as one.

**Call Sea Gull**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Sea Gull in range to come to them.

**Call Fish**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Fish in range to come to them

**Call Water Elemental**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Water Elemental in range to come to them

**Call Merfolk**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist sends out their thoughts to call any Merfolk in range to come to them

**Command Sea Gull**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Sea Gulls, will to their own use making it obey their every command.

**Command Fish**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Fishs, will to their own use making it obey their every command.

**Command Water**

Elemental

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Water Elementals, will to their own use making it obey their every command.

**Command Merfolk**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist magically turns the Merfolks, will to their own use making it obey their every command.

**Evoke Anger**

Level: 2

Range: Thrown

Area: Individual

Duration: Persistent

The Elementalist draws up thoughts and memories which make the subject Anger .

**Possession Water Elemental**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist The Water Elementals spirit enters into the subject's body and takes control of it.

**Water Blast**

Level: 3

Range: Sight

Area: Room/Unit

Duration: Instant

The Elementalist hurls an explosion of Water at their foes causing Result + Willpower points of damage.

**Water Bolt**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist hurls a bolt of Water at their foe causing Result + Willpower points of damage.

**Contact The Depths**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Elementalist opens a mystical conduit to theThe Depths to communicate with the beings that dwell there.

**Draw Water**

Level: 5

Range: Kingdom

Area: Individual

Duration: Instant

The Elementalist reaches through the The Depths following a stream of consciousness to bring an item to their hand.

**Portal to The Depths**

Level: 8

Range: Planar

Area: Room/Unit

Duration: Persistent

The Elementalist marks out the boundaries of a mystical gate which opens the way to The Depths .

**Summon Sea Gull**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Elementalist briefly opens a portal to The Depths from which issues a Sea Gull .

**Summon Fish**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Elementalist briefly opens a portal to The Depths from which issues a Fish .

**Summon Water Elemental**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Elementalist briefly opens a portal to The Depths from which issues a Water Elemental .

**Summon Merfolk**

Level: 6

Range: Planar

Area: Individual

Duration: Persistent

The Elementalist briefly opens a portal to The Depths from which issues a Merfolk .

**Water Wall**

Level: 4

Range: Throw

Area: Room/Unit

Duration: Persistent

The Elementalist calls Water from The Depths creating a barrier around them.

**Detect Sea Gull**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist becomes aware of any Sea Gull within range.

**Detect Fish**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist becomes aware of any Fish within range.

**Detect Water Elemental**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist becomes aware of any Water Elemental within range.

**Detect Merfolk**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist becomes aware of any Merfolk within range.

**Detect Water**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist becomes aware of any Water within range.

**Project Smell**

Level: 5

Range: Kingdom

Area: Individual

Duration: Persistent

The Elementalist extends the reach of their Smell .

**Query The Depths**

Level: 5

Range: Planar

Area: Individual

Duration: Instant

The Elementalist sends forth their thought to The Depths seeking answers to their questions.

**Rede the Tides**

Level: 0

Range: Touch

Area: Individual

Duration: Instant

The Elementalist observes the mystical significance of the the Tides to predict the future.

**The Sight**

Level: 3

Range: Sight

Area: Individual

Duration: Persistent

The Elementalist uses their inner eye to see into the etherial plane making magical energies and spirits visible to them.

**Consecrate To Water**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Elementalist prepares an item for use in Watermagic.

**Counter Water**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist twists the aether to prevent a Water spell from being cast.

**Deflect Water**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist blocks and turns aside Water energies to shield themselves from attack.

**Enchant Water**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Elementalist imdues an object with magical power to create a permanent effect.

**Reflect Water**

Level: 2

Range: Sight

Area: Individual

Duration: Instant

The Elementalist turns their foolish foe's Water arts back upon them like a true master.

**Animate Water**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist causes an Water object to move like a living creature.

**Create Water**

Level: 4

Range: Touch

Area: Individual

Duration: Permanent

The Elementalist makes Water out of nothing. Crafted items will only be of the quality the caster can craft themselves.

**Impel Water**

Level: 2

Range: Throw

Area: Individual

Duration: Persistent

The Elementalist draws on their mystical power to move objects about in mid air as if lifted by an invisible hand.

**Mend Water**

Level: 1

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist shapes Water like putty to mend and restore it to its proper order, healing Result + Willpower points of damage.

**Permeate Water**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist causes the subject to pass through Water as if it were thin air.

**Sculpt Water**

Level: 2

Range: Touch

Area: Individual

Duration: Persistent

The Elementalist molds and shapes Water as if it were clay in their hands.

## The Arcane Confabulation Spell List

### **Air Spells**

Bestow Flight  
Enhance Endurance  
Enhance Sailing  
Impair Endurance  
Impair Sailing  
Leach Endurance  
Aspect of the Albatross  
Form of the Eagle  
Form of the Albatross  
Form of the Air Elemental  
Form of the Glider  
Impose Aloofness  
Bind Eagle  
Bind Albatross  
Bind Air Elemental  
Bind Glider  
Call Eagle  
Call Albatross  
Call Air Elemental  
Call Glider  
Command Eagle  
Command Albatross  
Command Air Elemental  
Command Glider  
Evoke Exuberance  
Possession Air Elemental  
Wind Blast  
Wind Bolt  
Contact Tempest  
Draw Wind  
Portal to Tempest  
Summon Eagle  
Summon Albatross  
Summon Air Elemental  
Summon Glider  
Wind Wall  
Detect Eagle  
Detect Albatross  
Detect Air Elemental  
Detect Glider  
Detect Wind  
Project Hearing  
Query Tempest

Rede the Clouds  
The Sight  
Consecrate To Air  
Counter Air  
Deflect Air  
Enchant Air  
Reflect Air  
Animate Wind  
Create Wind  
Impel Wind  
Mend Wind  
Permeate Wind  
Sculpt Wind  
  
**Darkness Spells**  
Bestow Night Vision  
Enhance Perception  
Enhance Hide  
Impair Perception  
Impair Hide  
Leach Perception  
Aspect of the Cat  
Form of the Bat  
Form of the Cat  
Form of the Shade  
Form of the Orc  
Impose Fear  
Bind Bat  
Bind Cat  
Bind Shade  
Bind Orc  
Call Bat  
Call Cat  
Call Shade  
Call Orc  
Command Bat  
Command Cat  
Command Shade  
Command Orc  
Evoke Doubt  
Possession Shade  
Illusion Blast  
Illusion Bolt  
Contact Shadow Lands

Draw Illusion  
Portal to Shadow Lands  
Summon Bat  
Summon Cat  
Summon Shade  
Summon Orc  
Illusion Wall  
Detect Bat  
Detect Cat  
Detect Shade  
Detect Orc  
Detect Illusion  
Project Night Vision  
Query Shadow Lands  
Rede Dreams  
The Sight  
Consecrate To Darkness  
Counter Darkness  
Deflect Darkness  
Enchant Darkness  
Reflect Darkness  
Animate Illusion  
Create Illusion  
Impel Illusion  
Mend Illusion  
Permeate Illusion  
Sculpt Illusion  
  
**Death Spells**  
Bestow Undeath  
Enhance Willpower  
Enhance Tanner  
Impair Willpower  
Impair Tanner  
Leach Willpower  
Aspect of the Rat  
Form of the Raven  
Form of the Rat  
Form of the Wraith  
Form of the Undead  
Impose Despair  
Bind Raven  
Bind Rat  
Bind Wraith

Bind Undead  
Call Raven  
Call Rat  
Call Wraith  
Call Undead  
Command Raven  
Command Rat  
Command Wraith  
Command Undead  
Evoke Despair  
Possession Wraith  
Bone Blast  
Bone Bolt  
Contact Limbo  
Draw Bone  
Portal to Limbo  
Summon Raven  
Summon Rat  
Summon Wraith  
Summon Undead  
Bone Wall  
Detect Raven  
Detect Rat  
Detect Wraith  
Detect Undead  
Detect Bone  
Project Life Sense  
Query Limbo  
Rede the Bones  
The Sight  
Consecrate To Death  
Counter Death  
Deflect Death  
Enchant Death  
Reflect Death  
Animate Bone  
Create Bone  
Impel Bone  
Mend Bone  
Permeate Bone  
Sculpt Bone

### **Earth Spells**

Bestow Armour  
Enhance Strength

Enhance Mining  
Impair Strength  
Impair Mining  
Leach Strength  
Aspect of theBadger  
Form of the Chicken  
Form of the Badger  
Form of the Earth  
Elemental  
Form of the Black Dwarf  
Impose Stubbornness  
Bind Chicken  
Bind Badger  
Bind Earth Elemental  
Bind Black Dwarf  
Call Chicken  
Call Badger  
Call Earth Elemental  
Call Black Dwarf  
Command Chicken  
Command Badger  
Command Earth Elemental  
Command Black Dwarf  
Evoke Stubbornness  
Possession Earth Elemental  
Stone Blast  
Stone Bolt  
Contact Cavern  
Draw Stone  
Portal to Cavern  
Summon Chicken  
Summon Badger  
Summon Earth Elemental  
Summon Black Dwarf  
Stone Wall  
Detect Chicken  
Detect Badger  
Detect Earth Elemental  
Detect Black Dwarf  
Detect Stone  
Project Earth Sense  
Query Cavern  
Rede Vibrations  
The Sight  
Consecrate To Earth

Counter Earth  
Deflect Earth  
Enchant Earth  
Reflect Earth  
Animate Stone  
Create Stone  
Impel Stone  
Mend Stone  
Permeate Stone  
Sculpt Stone

### **Evil Spells**

Bestow Venom  
Enhance Fortune  
Enhance Decieve  
Impair Fortune  
Impair Decieve  
Leach Fortune  
Aspect of theCrow  
Form of the Wolf  
Form of the Crow  
Form of the Demon  
Form of the Goblin  
Impose Cruelty  
Bind Wolf  
Bind Crow  
Bind Demon  
Bind Goblin  
Call Wolf  
Call Crow  
Call Demon  
Call Goblin  
Command Wolf  
Command Crow  
Command Demon  
Command Goblin  
Evoke Hate  
Possession Demon  
Poison Blast  
Poison Bolt  
Contact Hell  
Draw Poison  
Portal to Hell  
Summon Wolf  
Summon Crow

Summon Demon  
Summon Goblin  
Poison Wall  
Detect Wolf  
Detect Crow  
Detect Demon  
Detect Goblin  
Detect Poison  
Project Sense Deceit  
Query Hell  
Rede Planets  
The Sight  
Consecrate To Evil  
Counter Evil  
Deflect Evil  
Enchant Evil  
Reflect Evil  
Animate Poison  
Create Poison  
Impel Poison  
Mend Poison  
Permeate Poison  
Sculpt Poison

### **Fire Spells**

Bestow Fire Resistance  
Enhance Agility  
Enhance Metal Work  
Impair Agility  
Impair Metal Work  
Leach Agility  
Aspect of the Salamander  
Form of the Phoenix  
Form of the Salamander  
Form of the Fire Elemental  
Form of the Red Dwarf  
Impose Capriciousness  
Bind Phoenix  
Bind Salamander  
Bind Fire Elemental  
Bind Red Dwarf  
Call Phoenix  
Call Salamander  
Call Fire Elemental  
Call Red Dwarf

Command Phoenix  
Command Salamander  
Command Fire Elemental  
Command Red Dwarf  
Evoke Hunger  
Possession Fire Elemental  
Flame Blast  
Flame Bolt  
Contact Inferno  
Draw Flame  
Portal to Inferno  
Summon Phoenix  
Summon Salamander  
Summon Fire Elemental  
Summon Red Dwarf  
Flame Wall  
Detect Phoenix  
Detect Salamander  
Detect Fire Elemental  
Detect Red Dwarf  
Detect Flame  
Project Fire Sense  
Query Inferno  
Rede Flames  
The Sight  
Consecrate To Fire  
Counter Fire  
Deflect Fire  
Enchant Fire  
Reflect Fire  
Animate Flame  
Create Flame  
Impel Flame  
Mend Flame  
Permeate Flame  
Sculpt Flame

### **Good Spells**

Bestow Immortality  
Enhance Willpower  
Enhance Befriend  
Impair Willpower  
Impair Befriend  
Leach Willpower  
Aspect of the Dog

Form of the Dove  
Form of the Dog  
Form of the Angel  
Form of the High Elf  
Impose Kindness  
Bind Dove  
Bind Dog  
Bind Angel  
Bind High Elf  
Call Dove  
Call Dog  
Call Angel  
Call High Elf  
Command Dove  
Command Dog  
Command Angel  
Command High Elf  
Evoke Compassion  
Possession Angel  
Food Blast  
Food Bolt  
Contact Heaven  
Draw Food  
Portal to Heaven  
Summon Dove  
Summon Dog  
Summon Angel  
Summon High Elf  
Food Wall  
Detect Dove  
Detect Dog  
Detect Angel  
Detect High Elf  
Detect Food  
Project Truth Sense  
Query Heaven  
Rede Visions  
The Sight  
Consecrate To Good  
Counter Good  
Deflect Good  
Enchant Good  
Reflect Good  
Animate Food  
Create Food



Impel Food  
Mend Food  
Permeate Food  
Sculpt Food

### **Life Spells**

Bestow Healing  
Enhance Endurance  
Enhance Farm  
Impair Endurance  
Impair Farm  
Leach Endurance  
Aspect of the Rabbit  
Form of the Unicorn  
Form of the Rabbit  
Form of the Nymph  
Form of the Human  
Impose Fecundity  
Bind Unicorn  
Bind Rabbit  
Bind Nymph  
Bind Human  
Call Unicorn  
Call Rabbit  
Call Nymph  
Call Human  
Command Unicorn  
Command Rabbit  
Command Nymph  
Command Human  
Evoke Love  
Possession Nymph  
Flesh Blast  
Flesh Bolt  
Contact Wilds  
Draw Flesh  
Portal to Wilds  
Summon Unicorn  
Summon Rabbit  
Summon Nymph  
Summon Human  
Flesh Wall  
Detect Unicorn  
Detect Rabbit  
Detect Nymph

Detect Human  
Detect Flesh  
Project Life Sense  
Query Wilds  
Rede Flight of Birds  
The Sight  
Consecrate To Good  
Counter Good  
Deflect Good  
Enchant Good  
Reflect Good  
Animate Flesh  
Create Flesh  
Impel Flesh  
Mend Flesh  
Permeate Flesh  
Sculpt Flesh

### **Light Spells**

Bestow Exceptional Sight  
Enhance Perception  
Enhance Notice  
Impair Perception  
Impair Notice  
Leach Perception  
Aspect of the Humming  
Bird  
Form of the Lizard  
Form of the Humming  
Bird  
Form of the Ethical  
Form of the Elf  
Impose Cheerfulness  
Bind Lizard  
Bind Humming Bird  
Bind Ethical  
Bind Elf  
Call Lizard  
Call Humming Bird  
Call Ethical  
Call Elf  
Command Lizard  
Command Humming Bird  
Command Ethical  
Command Elf

Evoke Reason  
Possession Ethical  
Illusion Blast  
Illusion Bolt  
Contact Summer Lands  
Draw Illusion  
Portal to Summer Lands  
Summon Lizard  
Summon Humming Bird  
Summon Ethical  
Summon Elf  
Illusion Wall  
Detect Lizard  
Detect Humming Bird  
Detect Ethical  
Detect Elf  
Detect Illusion  
Project Sight  
Query Summer Lands  
Rede the Stars  
The Sight  
Consecrate To Light  
Counter Light  
Deflect Light  
Enchant Light  
Reflect Light  
Animate Illusion  
Create Illusion  
Impel Illusion  
Mend Illusion  
Permeate Illusion  
Sculpt Illusion

### **Water Spells**

Bestow Amphibious  
Enhance Agility  
Enhance Swim  
Impair Agility  
Impair Swim  
Leach Agility  
Aspect of the Fish  
Form of the Sea Gull  
Form of the Fish  
Form of the Water  
Elemental

Form of the Merfolk  
Impose Moodiness  
Bind Sea Gull  
Bind Fish  
Bind Water Elemental  
Bind Merfolk  
Call Sea Gull  
Call Fish  
Call Water Elemental  
Call Merfolk  
Command Sea Gull  
Command Fish  
Command Water  
Elemental  
Command Merfolk  
Evoke Anger  
Possession Water Elemental  
Water Blast  
Water Bolt  
Contact The Depths  
Draw Water  
Portal to The Depths  
Summon Sea Gull  
Summon Fish  
Summon Water Elemental  
Summon Merfolk  
Water Wall  
Detect Sea Gull  
Detect Fish  
Detect Water Elemental  
Detect Merfolk  
Detect Water  
Project Smell  
Query The Depths  
Rede the Tides  
The Sight  
Consecrate To Water  
Counter Water  
Deflect Water  
Enchant Water  
Reflect Water  
Animate Water  
Create Water  
Impel Water  
Mend Water

Permeate Water  
Sculpt Water