**Classes**

After you choose your background, you must choose one of the 16 classes for your avatar. Each class gives you an additional set of stat increases, access to skills, color magic and spells, and one or more special abilities. As you level up, your class will unlock even more special abilities from your class’ unique skill tree.

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| **E:\Realmspeak\images\characters\amazon.gifThe Amazon/Tribesman**  Amazons are fleet of foot fighters focusing on battlefield mobility. During a fight, the amazon races across the battlefield, smiting vulnerable foes and supporting her allies. | | | |
| **Stat Increases:**   * Reflex * Skill * Toughness   **Weight:** Medium | **Combat Skills:**   * Bow * One Handed   **General Skills:**   * Athlete * Climb * Navigate * Survival * Track | **Magic:**   * None | **Abilities:**   * +2 Hit Points * +1 move * Amazon Cleave * Weapon Proficiency |
| **Amazon Skill Trees**  **Mobility**   * Acrobatic Feats * Combat Reflexes   + Auto Dodge (12)     - Auto Dodge (11)   + Dodge (1)     - Dodge (2) * Bonus Dodge (1) * Improved Disengage   + Improved Disengage II     - Improved Disengage III * Improved Charge   + Improved Charge II * Mobility (1)   + Mobility (2)     - Mobility (3) * Offensive Stance   + Swift Stance   + Piercing Stance * Shifty   + Shifty II   + Hit and Run * Take Initiative * Unstoppable   **Myrmidon**   * +2 Hit Points   + +2 Hit Points     - +2 Hit Points * Cleave (10)   + Cleave (7)     - Cleave (4) * Come to Me I   + Come to Me II * Cutter (Medium/Reflex)   + Cutter II (Medium/Reflex) * Dead Eye (Reflex)   + Dead Eye II (Reflex) * Extended Block * Fast Healer * Improved Cleave I   + Improved Cleave Ii     - Improved Cleave Iii * Improved Give Ground   + Improved Give Ground II * Mage Killer * Stand Ground * Stand Together I   + Stand Together II   **Scouting**   * Bearer * Break Fall * Camp Master   + Camp Master II     - Camp Master III * Gate Crasher * Iron Grip * Lone Wolf * Overland Traveler * Revive * Rough Runner * Stealthy * Swimmer   + Swimmer II * Terrain Affinity | | | |

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| **E:\Realmspeak\images\characters\berserker.gifThe Berserker**  Berserkers are powerful warriors who depend on their superior strength and toughness to win the day. There is nothing subtle about the berserker’s style of combat – let out a battle cry and charge. | | | |
| **Stat Increases:**   * Muscle * Power * Toughness   **Weight:** Heavy | **Combat Skills:**   * Brawling * Great Weapon * Thrown   **General Skills:**   * Athlete * Climb * Monster Lore | **Magic:**   * None | **Abilities:**   * 2 Rage (inspiration used only to activate berserker powers) * Berserk (spend 1 red for +8 temp hp, all wounds against you are -1 roll, lasts 4 rounds, Cooldown 4 rounds) * Armor Restriction – You cannot spend rage if wearing heavy armor * Berserk Cleave * Weapon Proficiency |
| **Berserker Skill Trees**  **Fury**   * Berserk Counter   + Berserk Retribution (2)     - Berserk Retribution (4) * Berserk Rage   + Berserk Rage II     - Berserk Rage III * Cleave (10)   + Cleave (7)   + Cleaving Rage     - Cleave (4) * Decapitator * Berserk Fury   + +2 Hit Points     - +2 Hit Points   + Fury Strength   + Fury Weapon * Improved Cleave I   + Improved Cleave II     - Improved cleave III * Improved Sweep   + Improved Sweep II     - Improved Sweep III   **Iron Skin**   * +2 Hit Points   + +2 Hit Points     - +2 Hit Points * Adrenaline * Fast Healer * Improved Berserk   + Improved Berserk II   + Lengthy Berserk     - Lengthy Berserk II   + Quickened Berserk     - Quickened Berserk II * Iron Skin   + Iron Skin Attack (1)     - Iron Skin Attack (2)   + Iron Skin Defense (1)     - Iron Skin Defense (2)   + Iron Skin Move (1)     - Iron Skin Move (2) * Rage Shield (3)   + Rage Shield (4)     - Rage Shield (5)   **Battle Cry (AoE shout tree)**   * Come to Me I   + Come to Me II * Dazing Shout * Forceful Shout   + Forceful Shout II     - Forceful Shout III * Intimidating Shout I   + Intimidating Shout II * Powerful Shout (2)   + Powerful Shout (4)     - Powerful Shout (6) * Rallying Cry   + Rallying Cry II   + Come to Your Senses * Seismic Shout * Unnerving Wail   + Scream of the Gargoyle | | | |
| **Notes**   * Shouts are attack actions (1/2 round, end your turn) * Opponents save against shout effects by making opposed rolls vs. your ***Power*** stat | | | |

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| **E:\Realmspeak\images\characters\black_knight.gifThe Black Knight**  The black knight is a scoundrel. A unique cross of heavily armored warrior, and sneaky rogue. He is equally at home whether he is slogging through enemies in plate armor as he is shaking their hand while stabbing them in the back. | | | |
| **Stat Increases:**   * Muscle * Skill * Toughness   **Weight:** Medium | **Combat Skills:**   * Bow * Crossbow * Dirty Fighting * One Handed   **General Skills:**   * Diplomacy * Disguise * Investigate * Sneak * Steal | **Magic:**   * None | **Abilities:**   * +2 Hit Points * Armor Proficiency * Weapon Proficiency |
| **Black Knight Skill Trees**  **Discretion**   * +2 Hit Points   + +2 Hit Points   + Auto Dodge (12)     - Auto Dodge (11) * Avoid Death Blow (4) * Cautious Fighter (1) * Defensive Stance * Improved Disengage   + Improved Disengage II     - Improved Disengage III * Improved Give Ground   + Improved Give Ground II * Lucky SOB I   + Lucky SOB II * Play Dead   + Play Dead II   **Man Slayer**   * Assassin I   + Assassin II     - Assassin III * Crippling Wounds (11)   + Crippling Wounds (9)     - Crippling Wounds (7) * Decapitator * Favored Enemy: Mankind   + Favored Enemy: Mankind II * Ground Game * Intimidator * Knockdown (4)   + Knockdown (6)     - Knockdown (8) * Stunning Blow (2)   + Stunning Blow (3)     - Stunning Blow (4) * Tripper * Zone of Control (2)   + Zone of Control (3)   **Treachery**   * Close the Gap * Disarm   + Greedy Disarm   + Disarm II     - Disarm III * Flanker (2)   + Flanker (4) * Inscrutable I   + Inscrutable II * Poison Resistance   + Poisoner     - Poisoner II * Septic Wounds * Shifty   + Shifty II     - Treacherous Shift * Take Initiative | | | |

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| **E:\Realmspeak\images\characters\captain.gifThe Captain**  The captain is a veteran of many battlefields. His tactical acumen and leadership skills make him a worthy commander, capable of pushing his allies to great feats of combat. | | | |
| **Stat Increases:**   * Charisma * Power * Toughness   **Weight:** Medium | **Combat Skills:**   * Crossbow * One Handed * Spear & Shield   **General Skills:**   * Diplomat * Navigate * Tactics * Trade | **Magic:**   * None | **Abilities:**   * +2 hit point * Guidance * Recruiter * Weapon Proficiency |
| **Captain Skill Trees**  **Leadership**   * Ally Move (1)   + Ally Move (2)     - Ally Move (3) * Come to Me I   + Come to Me II * Command Decision * Inspiring Presence * Orderly Retreat I   + Orderly Retreat II * Phalanx * Rallying Cry   + Rallying Cry II   + Strike Now (1)     - Strike Now (2) * Return Guidance (3)   + Return Guidance (4)     - Return Guidance (5) * Revive   + Revive II * Tactical Genius   **Soldier**   * +2 Hit Points   + +2 Hit Points * Bearer * Counter Attack * Defensive Stance   + Auto Block (12)     - Auto Block (11) * Improved Charge I   + Improved Charge II * Offensive Stance * Reinforced * Second Wind (1d6) * Taunt I   + Taunt II * Thrust (2)   + Thrust (3)     - Thrust (4)   **Veteran**   * +2 Hit Points   + +2 Hit Points   + Auto Hit (12)   + Grit Teeth * Camp Master   + Camp Master II     - Camp Master III * Combat Reflexes   + Striker (1)     - Striker (2) * Fast Healer * Favored Enemy – Choose * Stand Ground I   + Stand Ground II * Zone of Control (2)   + Zone of Control (3) | | | |

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| **E:\Realmspeak\images\characters\druid.gifThe Druid**  The druid is most at home when surrounded by the grand spectacle of nature, sitting in quiet contemplation, away from the rabble of society. Though not a powerful fighter, he can avoid most battles, and bringing to bear fearsome pagan rituals and animal allies when forced into conflict. | | | |
| **Stat Increases:**   * Charisma * Power * Wit   **Weight:** Light | **Combat Skills:**   * Spell   **General Skills:**   * Climb * Enchanting * Monster Lore * Navigate * Sneak * Spell Casting (CP) * Survival | **Magic:**   * 3 Slots * Create Grey * Type II, VIII | **Abilities:**   * Animal Companion * 1 Call of the Wild – Inspiration used to power druid powers |
| **Druid Skill Trees**  **Mysterious Traveler**   * +1 Color Slot   + Create Gold   + +1 Color Slot     - +1 Color Slot * +2 Hit Points * Improved Disengage I   + Improved Disengage II     - Improved Disengage III * Lone Wolf * Mobility (1)   + Mobility (2) * Overland Traveler * Rough Runner * Shifty I   + Shifty II * Stealthy   + Unseen Passage * Terrain Affinity   **Call of Winter**   * +1 Call of the Wild   + +1 Call of the Wild * +1 Color Slot   + +1 Color Slot * Additional Companions * Animal Attacker   + Blood Thirsty * Animal Command * Animal Defender * Frozen Aura * Ice Skin * Snowy Aura * Spell Mastery (ice/1)   + Ice Reverberation   + Ice Storm   + Ice Tomb   + Spell Mastery (ice/2)     - Spell Mastery (ice/3) * Tortoise   **Way of the Pagan**   * +1 Color Slot   + +1 Color Slot     - +1 Color Slot * +2 Hit Points * Blood Sacrifice   + Blood for Color   + Blood Enhancement (3)     - Blood Enhancement (6) * Favored Enemy: Goblins * Healing Spirits\* * Looming Forest\* * Magic Circle   + Knife Circle   + Protective Circle * Ritual Knife * Spell Mastery (type II, not ice/1)   + Spell Mastery (type II, not ice/2)     - Spell Mastery (type II, not ice/3) | | | |

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| **E:\Realmspeak\images\characters\dwarf.gifThe Dwarf**  The stout dwarves of Spheria live in underground mountain homes, battling goblins and crafting the most exquisite items. Some leave their dark caves and find that their skill with an axe, or a smith’s hammer serve them equally well in the world of sunlight. | | | |
| **Stat Increases:**   * Strength * Toughness * Wit   **Weight:** Heavy | **Combat Skills:**   * Great Weapon * One Handed * Thrown   **General Skills:**   * Armor Smith * Climb * Construction * Dungeon Lore * Jeweler * Language * Locks * Traps * Weapon Smith | **Magic:**   * None | **Abilities:**   * -1 Move * +4 hit points * Armor Proficiency * Cave Sight * Favored Enemy: Goblins * Weapon Proficiency |
| **Dwarf Skill Trees**  **Hard Drinker**   * +2 Hit Points   + +2 Hit Points * Duck * Grit Teeth * Hard Drinker I   + Chug   + Hard Drinker II * Iron Skin * Poison Resistance * Second Wind (1d6)   + Second Wind (2d6)   + Sleep It Off * Stand Ground * Tortoise   **Miner**   * Beard Weaver   + Dodge (1)     - Dodge (2)   + Inspiring Presence   + Leftovers * Bearer * Door Finder * Greedy * Miner * Terrain Affinity – Caves/Underground   + Rock Fall * Tradesman   + Repair Master * Trap Avoidance * Tunnel Crawler   **Troll Killer**   * +2 Hit Points   + +2 Hit Points   + Auto Hit (12)     - Auto Hit (11) * Favored Enemy: Trolls   + Favored enemy: Trolls II * Fire Resistance * Igniting Blow (2)   + Igniting Blow (3)     - Igniting Blow (4) * Improved Charge   + Improved Charge II * Piercing Stance * Vengeful Stance | | | |

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| **E:\Realmspeak\images\characters\elf.gifThe Elf**  Elves were once a proud and powerful race that dominated the forests of Spheria. Now, through constant pressure from encroaching goblins, the elves have been pushed from their woodland homes and forced to live among mankind. | | | |
| **Stat Increases:**   * Charisma * Skill * Wit   **Weight:** Light | **Combat Skills:**   * Bow * Spell   **General Skills:**   * **Athlete** * Enchanting * Language * Sneak * Spell Casting (CW) * Survival | **Magic:**   * 2 Slots * Create Gold * Type III, VII | **Abilities:**   * Bow Master * Faerie Tongue * Terrain Affinity -- Woods |
| **Elf Skill Trees**  **Elusive**   * Acrobatic Feats * Dodge (1)   + Auto Dodge (12)   + Dodge (2)     - Auto Dodge (11)     - Dodge (3) * Lucky SOB * Mobility (1)   + Mobility (2) * Pad Foot * Shifty   + Shifty II * Skirmisher * Stealthy * Unseen Passage   + Gate Crasher   **Deadly**   * Assassin   + Assassin II     - Assassin III * Bleeder (2)   + Bleeder (3)     - Bleeder(4) * Dead Eye (Wit)   + Dead Eye (Wit) II * Deadly Aim * Favored Enemy: Dwarves and Goblins   + Favored Enemy: D&G II * Fast (1) * Flanker (2) * Piercer (1)   + Piercer (2)     - Piercer (3)   **Fae**   * +1 Color Slot   + +1 Color Slot     - +1 Color Slot   + Faerie Rings   + Faerie Wings * +2 Hit Points * Deep Woods\* * Door Finder * Misty Aura\* * Poppy Fields\* * Spell Mastery (type III, charm, illusion/1)   + Spell Mastery (type III, charm, illusion/2)     - Spell Mastery (type III, charm, illusion/3) * Vigilant * Watchful | | | |

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| **E:\Realmspeak\images\characters\magician.gifThe Magician**  The magician is a trickster who knows a little about nearly all types of magic. He is continually in search of places and trinkets to increase his magical power and feed him the color he so desperately craves. | | | |
| **Stat Increases:**   * Power * Reflex * Wit   **Weight:** Light | **Combat Skills:**   * Dirty Fighting * Spell * Staff * Thrown   **General Skills:**   * Item Lore * Spell Casting (PW) * Spell Lore * Steal * Traps | **Magic:**   * 5 Slots * Type II, III, IV, V, VI, VII, VIII | **Abilities:**   * Colorful Inspiration * Colorless * Exclusion * Quick Caster |
| **Magician Skill Trees**  **Artificer (item lore tree)**   * +1 Color Slot   + +1 Color Slot     - +1 Color Slot * Analyst   + Store Color   + Store Spell * Artifact Mastery (1)   + Artifact mastery (2)     - Artifact Cloner * Iron Grip * Recycler (1)   + Recycler (2)     - Recycler (3) * Weapon Aura\* * Wrest Color   **Trickster (spell casting tree)**   * +1 Color Slot   + +1 Color Slot     - +1 Color Slot   + Auto Cast (12)     - Auto Cast (11) * Aura Master I   + Aura Master II * Aura Thief * Color Thief * Combat Caster * Magic Circle * Quick Color * Quick Conjuring * Spell Chain * Trick Hands   **Vagabond (combat tree)**   * +2 Hit Points * Avoid Death Blow (2) * Color Strike (1d4)   + Color Strike (1d6)     - Color Strike (1d8) * Dodge (1)   + Dodge (2)     - Dodge (3) * Flanker (2)   + Flanker (4) * Lucky SOB * Skirmisher * Stealthy * Weapon Proficiency | | | |

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| **E:\Realmspeak\images\characters\pilgrim.gifThe Pilgrim**  The pilgrim is a wandering soul, traveling from a distant land on a pilgrimage to one of the many holy sites. His past is as mysterious as his purpose. Is he here for enlightenment, on a holy quest, or to serve penance for a past wrong? | | | |
| **Stat Increases:**   * Charisma * Power * Wit   **Weight:** Medium | **Combat Skills:**   * Any   **General Skills:**   * Diplomacy * Enchanting * Healer * Navigate * Spell Casting (CP) | **Magic:**   * 3 Slots * Create White * Type I | **Abilities:**   * Inspiration (1) * Pilgrimage |
| **Pilgrim Skill Trees**  **Enlightenment (spell casting tree)**   * +1 Color Slot   + +1 Color Slot     - +1 Color Slot   + Auto Cast (12)     - Auto Cast (11) * Divine Inspiration * Divine Presence * Divine Reverberation * Divine Voice   + Shared Song   + Song of the Old Gods * Healing Spirits\* * Spell Mastery (type I/1)   + Spell Mastery (type I/1)     - Spell Mastery (type I/1) * Tithing   **Questor (combat/utility tree)**   * +2 Hit Points   + +2 Hit Points * Conversion * Cutter (Heavy/Power)   + Cutter II (Heavy/Power) * Favored Enemy (Dark Powers)   + Favored Enemy (Dark Powers) II * Overland Traveler * Resist Disease * Tortoise * Savior * Staff Aura\* * Weapon Proficiency * Welcome Traveler   **Penance (support tree)**   * Bodyguard Stance   + +2 Hit Points * Fearless * Fools and Wise Men\* * Guidance * Healing Mastery   + Healing Mastery II * Inspiring Presence * Penitent Aura\* * Revive   + Healing Shield   + Revive Shield * Steel Will | | | |

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| **E:\Realmspeak\images\characters\sorceror.gifThe Sorcerer**  The sorcerer is a master of elemental magic. There is nothing subtle about the sorcerer’s magic. He subjugates elemental spirits to command fire and lightning to smite his foes. And as you can imagine, subjugating spirits and blowing people up with fire earns you a lot of foes. | | | |
| **Stat Increases:**   * Power * Reflex * Wit   **Weight:** Light | **Combat Skills:**   * Spell   **General Skills:**   * Enchanting * Item Lore * Spell Casting (PW) * Spell Lore | **Magic:**   * 4 Slots * Create Purple * Type IV, VI | **Abilities:**   * Ferocious Spellcasting |
| **Sorcerer Skill Trees**  **Archmage**   * +1 Color Slot   + +1 Color Slot   + Counter Spell * Color Control   + Color Control II * Combat Caster * Doom Aura * Enchanter * Quick Caster * Quick Color * Quick Conjurer   **Electromancer (lightning)**   * +1 Color Slot   + +1 Color Slot * Chain Lightning (6)   + Chain Lightning (8)     - Chain Lightning (10) * Lightning Aura\* * Piercing Spark   + Stunning Spark (1)     - Stunning Spark (2)     - Dazer * Spell Mastery (lightning/1)   + Spell Mastery (lightning/2)     - Spell Mastery (lightning/3)   **Pyromancer (fire)**   * +1 Color Slot   + +1 Color Slot * Dragon Breath   + Dragon Breath II * Dragon Skin * Igniter (1)   + Igniter (2) * Mobility (1) * Spell Mastery (fire/1)   + Blinding Fire (2)   + Spell Mastery (fire/2)     - Blinding Fire (4)     - Spell Mastery (fire/3) | | | |

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| **E:\Realmspeak\images\characters\swordsman.gifThe Swordsman**  In every tavern is Spheria, there are young men hell-bent on proving their mettle in single combat. The swordsman is there to teach these ruffians humility. He is a master of light, quick attacks that leave his opponent too weak to respond. | | | |
| **Stat Increases:**   * Reflex * Skill * Wit   **Weight:** Light | **Combat Skills:**   * Dueling * Dual Wield * Thrown   **General Skills:**   * Athletics * Sneak * Steal * Tactics * Traps | **Magic:**   * None | **Abilities:**   * +1 Move * +2 initiative * Fast Draw |
| **Swordsman Skill Trees**  **Duelist (fighting tree)**   * Cautious Fighter (1)   + Auto Dodge (12)     - Auto Dodge (11)   + Cautious Fighter (2) * Close the Gap * Cutter (light/skill)   + Cutter (light/skill) II * Defensive Stance * Disarm   + Disarm II * Feint * Improved Give Ground   + Improved Give Ground II * Offensive Stance   + Auto Hit (12)     - Auto Hit (11) * Piercer (2)   + Piercer (3)   **Mobility**   * Combat Reflexes   + Mobility (1)     - Mobility (2)   + Dodge (1)     - Dodge (2) * Fast (1)   + Fast (2) * Improved Disengage   + Improved Disengage II     - Improved Disengage III * Improved Charge   + Improved Charge II * Take Initiative * Shifty   + Shifty II   + Skirmisher   **Rapscallion (Utility tree)**   * Acrobatic Feats   + Break Fall * Everyman * Golden Picks * Lady/Man Killer * Lock Mastery * Lucky SOB * Skillful Evasion * Stealthy   + Padfoot * Taunt   + Taunt II * Trap Avoidance * Watchful * Welcome Traveler | | | |

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| **E:\Realmspeak\images\characters\white_knight.gifThe White Knight**  The white knight is a holy warrior in the service of the Old Religion. The blessings bestowed on him allow him to use the rare and powerful Type I magic, but as he is not a priest, he cannot muster the color to make full use of his abilities. | | | |
| **Stat Increases:**   * Charisma * Muscle * Toughness   **Weight:** Heavy | **Combat Skills:**   * Great Weapon * One Handed * Spear & Shield   **General Skills:**   * Diplomacy * Spell Casting (CP) * Tactics | **Magic:**   * 1 Slot * Type I | **Abilities:**   * +2 Hit Points * Armor Proficiency * Challenger * Weapon Proficiency |
| **White Knight Skill Trees**  **Crusader (offensive fighting tree)**   * Bone Bleeder * Cleave (10)   + Cleave (7)     - Cleave (4) * Color Strike (1d4+1)   + Color Strike (1d6+1)     - Color Strike (1d8+1) * Conversion * Crusader * Improved Charge   + Improved Charge II * Improved Cleave I   + Improved Cleave II     - Improved Cleave III * Improved Sweep I   + Improved Sweep II * Unstoppable   **Paladin (support tree)**   * +1 Color Slot   + +1 Color Slot * Bearer * Combat Caster * Healing Mastery * Healing Spirits\* * Healing Strikes * Inspiring Presence * Taunt   + Taunt II * Tithing * Zone of Control I   + Zone of Control II   **Vanguard (defensive fighting tree)**   * +2 Hit Points   + +2 Hit Points     - +2 Hit Points * Bonus Block (1)   + Auto Block (12)     - Auto Block (11)   + Bonus Block (2) * Extended Block * Fast Healer * Fearless   + Auto Save (12)     - Auto Save (11) * Grit Teeth * Improved Press   + Improved Press II * Tortoise * Vanguard Aura\* | | | |

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| **E:\Realmspeak\images\characters\witch.gifThe Witch/Warlock**  The witch is a mage with strong ties to the world of spirits. She consorts with spirits of all types, a cross between a shaman and a diabolist. | | | |
| **Stat Increases:**   * Power * Skill * Wit   **Weight:** Light | **Combat Skills:**   * Dirty Fighting * Spell * Staff * Thrown   **General Skills:**   * Alchemy * Cook * Disguise * Enchanting * Heal * Spell Casting (PW) * Spell Lore | **Magic:**   * 3 Slots * Create Black * Create Grey * Type II, V, VIII | **Abilities:**   * Familiar (move 7, sneak 16, defense 16, hits 8) |
| **Witch Skill Trees**  **Cauldron Bubble (familiar & utility)**   * Cauldron Master * Consume Familiar   + Consume familiar II   + Exploding Familiar * Enchanter * Familiar Bite   + Blood Thirsty * Familiar Channeling   + Familiar Recall     - Familiar Channeling II   + Familiar Scholar * Familiar Curse * Familiar Defense   + Familiar Defense II * Lucky SOB * Quick Conjuring * Shifty   **Fire Burn (type II tree)**   * +1 Color Slot   + +1 Color Slot     - +1 Color Slot * Cold Curse   + Freezer Burn (2)     - Freezer Burn (4) * Cryomancer (1)   + Cryomancer (2) * Healing Spirits * Magic Circle   + Concentration   + Stepping Circles (20)     - Stepping Circles (100)   **Toil and Trouble (type V & type VIII Tree)**   * +1 Color Slot   + +1 Color Slot     - +1 Color Slot * Death Aura * Death Mastery (1)   + Death Mastery (2)   + Gorgon’s Eye     - Death Mastery (3) * Demon Tongue * Lady/Man Killer * Poison Aura * Poison Resistance   + Poisoner * Serpent Tongue | | | |