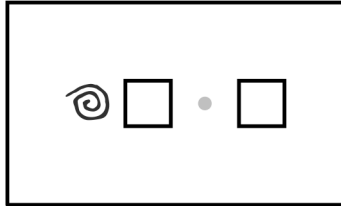


## Push



Thaumaturgical Aggression: Theory and Applications

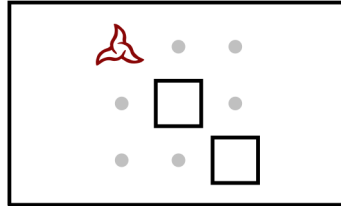
Target is pushed 2 spaces.



Target: A foe within range

15 9

## Fireball



Thaumaturgical Aggression: Theory and Applications

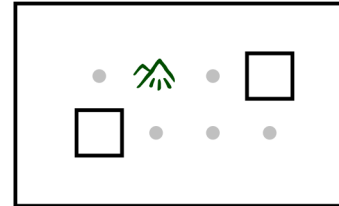
Great balls of fire appear above the targetted foe and attack.



Target: A foe within range

15 10

## Trap



Thaumaturgical Aggression: Theory and Applications

Lay a trap in your current location or a neighboring one.

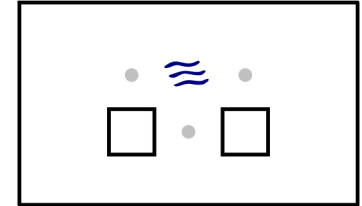
Trap attacks the next foe that enters the room. Or immediately if there is already a foe in the room.



Target: Your location or neighboring

15 11

## Icicle Darts



Thaumaturgical Aggression: Theory and Applications

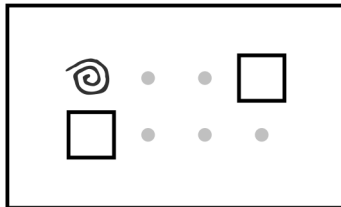
Icicles form in the air around the target and attack.



Target: A foe within range

15 12

## Fly



Fundamental Techniques of Metamorphosis

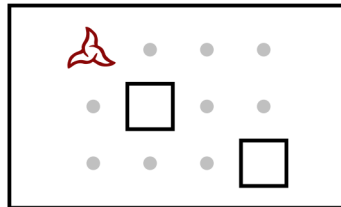
Target grows wings and moves 2 spaces, bypassing any walls or barriers.



Target: You or an ally within range

15 13

## Flaming Talons



Fundamental Techniques of Metamorphosis

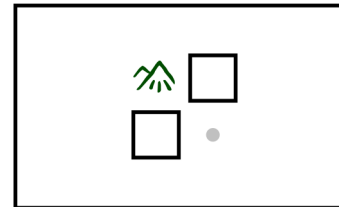
Your hands turn into giant flaming claws that shoot out to attack the target.



Target: A foe within range

15 14

## Stallion



Fundamental Techniques of Metamorphosis

Target grows extra legs which allow them to move 2 spaces, picking up or dropping off allies at any time during the move.

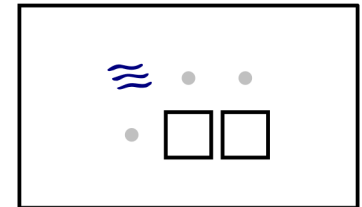
Not quite a centaur, but disturbingly similar.



Target: You or an ally within range

15 15

## Cobra



Fundamental Techniques of Metamorphosis

You bite or spit (depending on the distance) venomous bile to attack the target.



Target: A foe within range

15 16