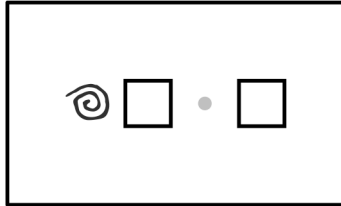


Body slam



Thaumaturgical Aggression: Theory and Applications

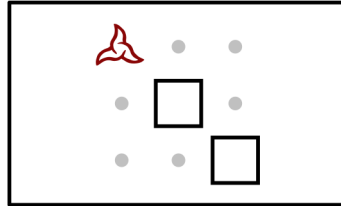
Two targets in the same location are lifted into the air and smacked into each other, causing an attack to each.



Target: A foe within range

15 9

Fireball



Thaumaturgical Aggression: Theory and Applications

Great balls of fire fly from your outstretched palms to attack the targeted foe.

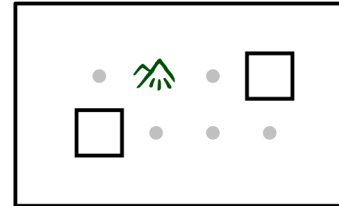
If current element includes Fire, then 2 foes along the fireball's path may be targeted.



Target: A foe within range

15 10

Trap



Thaumaturgical Aggression: Theory and Applications

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

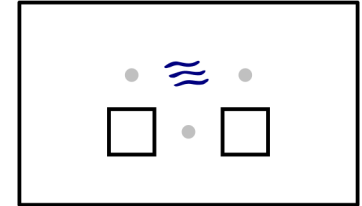
Trap attacks the next foe that enters the room. Or immediately if there is already a foe in the room.



Target: Your location or neighboring

15 11

Icicle Darts



Thaumaturgical Aggression: Theory and Applications

Icicles form in the air above the target and strike downward to attack.

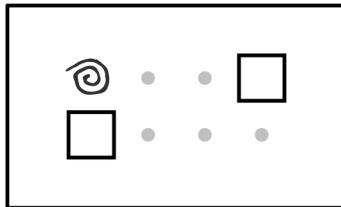
If current element includes Water, then 2 foes in the same location may be targeted.



Target: A foe within range

15 12

Falcon Dive



Fundamental Techniques of Metamorphosis

Target transforms into a falcon and dives into a room 2 spaces away, bypassing any walls or barriers.

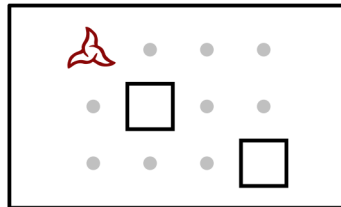
Choose one: Attack 1 foe in that room, or Screech to frighten all creatures there into neighboring rooms.



Target: You or an ally within range

15 13

Blink Tiger



Fundamental Techniques of Metamorphosis

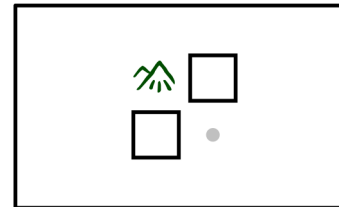
Target transforms into a tiger and, after optionally teleporting (bypassing walls or barriers) to an ally's location, attacks a foe with flaming claws.



Target: You or an ally within range

15 14

Stallion



Fundamental Techniques of Metamorphosis

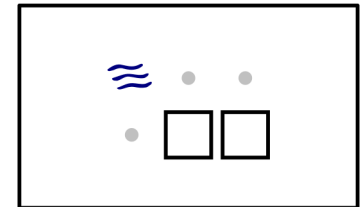
Target transforms into a stallion and charges into a neighboring room to trample-attack a foe there.



Target: You or an ally within range

15 15

Cobra



Fundamental Techniques of Metamorphosis

Target transforms into a giant cobra.

Choose one: Move 1 space, or Bite-attack a foe in current location.



Target: You or an ally within range

15 16