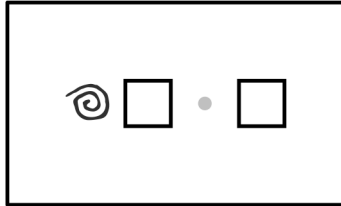


## Body slam



Thaumaturgical Aggression: Theory and Applications

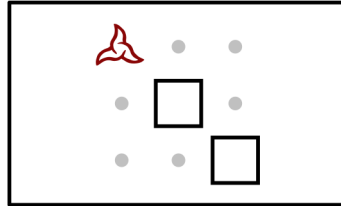
Two targets in the same location are lifted into the air and smacked into each other, causing an attack to each.



Target: A foe within range

16 9

## Fireball



Thaumaturgical Aggression: Theory and Applications

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

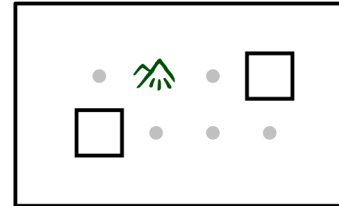
If current element includes Fire, then a 2nd foe along the fireball's path (different rooms) may be targeted.



Target: A foe within range

16 10

## Trap



Thaumaturgical Aggression: Theory and Applications

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

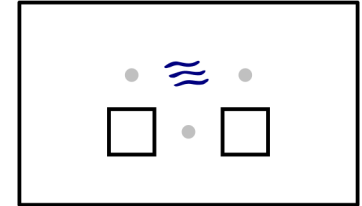
Trap attacks the next foe that enters the room. Or immediately if there is already a foe in the room.



Target: Your location or neighboring

16 11

## Icicle Darts



Thaumaturgical Aggression: Theory and Applications

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

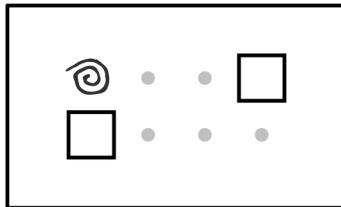
If current element includes Water, then 2 foes in the same location may be targeted.



Target: A foe within range

16 12

## Dive Bomb



Fundamental Techniques of Metamorphosis

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

Choose one:

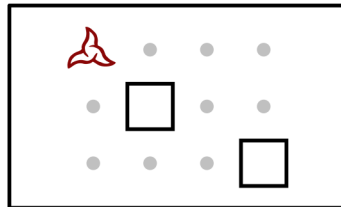
- Attack 1 foe in that room, or
- Screech to freeze 2 creatures in room (so they can't move or attack).



Target: You or an ally within range

16 13

## Burning Tyger



Fundamental Techniques of Metamorphosis

Target transforms into a tyger and attacks a foe with brightly burning claws.

Before attack, target may optionally teleport (bypassing walls or barriers) to:

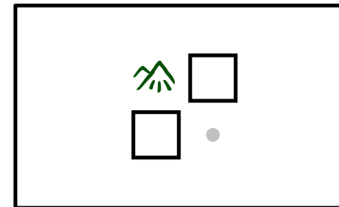
- an ally's location, or
- exactly 2 spaces away.



Target: You or an ally within range

16 14

## Trample



Fundamental Techniques of Metamorphosis

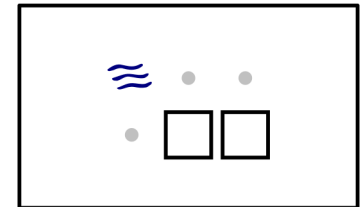
Target transforms into a stallion and charges into a neighboring room to trample-attack a foe there.



Target: You or an ally within range

16 15

## Fang



Fundamental Techniques of Metamorphosis

Target transforms into a giant cobra.

Choose one:

- Slither into a neighboring space, or
- Bite-attack a foe in current location.
- Hiss to frighten all foes in room (move them into a neighboring room).



Target: You or an ally within range

16 16