Shadow of the Demon Lord: Magical Supplement

Any purchase which references “initiation” into the tradition grants you the first level, any purchase that specifies “mastery” grants you the second rank. That which lies further beyond is the realm of those who are breaking open the most powerful secrets of the school; should you develop them you would be one of the only ones to do so, but also be warned that the most powerful spells of any tradition can be fantastically risky; drawing the attention of the mightiest beings upon Urth, simply killing the caster through backlash, or damaging the fabric of reality severely enough to begin the unmaking of the world. Though of course, none of this is guaranteed and depends entirely upon the skill of the caster. There is, after all, a vast gulf between a dabbling conjurer who got his hands upon a written incantation and a talented mage who spent multiple lifetimes mastering magic. The descriptions here are not all that can be done with the school, such a thing would cover several books, but a general guide to what you can accomplish at each level.

Initiating into any tradition has its quirks, however. The study and harmonization of magic can change a man, adding traits that can be beneficial, can be trouble but in general are just strange marks that mark someone as dedicated to the tradition. These are not optional though post-jump you are permitted to turn them off.

Now this is also not the only effects that you can gain from initiating into multiple schools. Firstly, those who go deeply into one tradition to the exclusion of all others can develop new abilities themed after the tradition they devote themselves to, though generally less impressive than the spells they can call upon. As an example, one who focuses entirely on the tradition of Life may learn that one day their hands can heal minor ailments with a touch even without calling upon their magic. Should you likewise devote yourself exclusively and deeply in one tradition, you are encouraged to come up with minor manifestations of your talents.
Secondly, there are many, many, ways to combine schools with each other for better effects or to bypass some downsides. For example, studying the Metal and Storm traditions may allow you to bless yourself with a body of metal that works as a super conductor for your lightning magic. Or perhaps by studying Necromancy and Invocation you may learn how to bind daemons into your necromantic creations to strengthen them (and avoid the insanity-causing side effects of hosting another spirit within your body). Studying Rune and Technomancy might allow you to carve mystical runes on your technological conjurations to empower them. Studying Time and

Teleportation magic together might result in you learning how to skirt the edges of the space-time continuum to your advantage. There are simply too many possible combinations to list here and you are encouraged to come up with your own creative applications.

Dark Magic schools are also noted here. Most magic is amoral and equally as capable of good as evil; healing spells can return the most wicked monsters to health while destructive blasts of elemental energy may save a town from a rampaging demon. Dark Magic is not so. Dark Magic schools are tainted by the Void and call upon it to work, with rare exceptions such as how the priests of Father Death can call upon the Death school safely. Under most circumstances, Dark Magic relies upon incalculable evil to function and unleashes it into the world, thus even the most benign uses of Dark Magic have dark ramifications that go beyond the spell. Merely gaining access to such school and learning spells is enough to corrupt a soul with demonic influence. For most Dark Magic, they do not *permanently* harm reality, though they certainly briefly damage the barrier around the universe calling upon the Void the barrier quickly snaps back into place unless Dark Magic is repeatedly cast in a small area or the barrier is already weakened. The greatest spells of Dark Magic schools most certainly do permanent damage with ease and can even punch holes into the Void as a side-effect of their work, which may remain open until magic seals it shut vomiting demons loose to terrorise Urth. Even should the barrier recover from such hideously powerful magic, the land is often poisoned for generations afterwards. Desolation is the most extreme case of such magical pollution; a vast desert that for thousands of years has been corrupted and inhospitable from the Dark Magic used by the faeries and trolls in wars before the time of man. Dabble in this magic with caution.

THE TRADITIONS

Air: The Air school, also known as Aeromancy, is the study of one of the four fundamental forces of creation. Its magic focuses on shifting the air, and every time an Air tradition spell is cast it also brings a soft, gentle breeze that makes flames flicker and disturbs light objects such as pages of a book.

By purchasing an initiation into this tradition, you gain knowledge of magic that can conjure gusts of wind strong enough to knock most men to the ground and extinguish flames, airy blankets that cushion their falls or lightens their steps, muffle all sounds within a small area, and similar magical tricks. Initiates into this school often discover the air will not remain still around them any longer, mostly manifesting as a constant gentle breeze that just ruffles their hair or clothes and which rustles in their ears.

By purchasing a mastery of this school you grow capable of drawing all air out of a small area, creating a suffocating vacuum, learn spells to enable you to bless other creatures with the power of flight, conjure cyclones and bind wind genies, and create cacophonic shockwaves capable of shattering stone and permanently deafening the unwary. Master aeromancers discover one day that their mastery of the air element has resulted in them able to fly as fast as they can move, though as tiring as moving is normally. They simply step off to join the same currents of air they command with practiced ease. Naturally this offers a great deal of safety from anything without flight or accurate ranged attacks of its own.

Even further beyond lies the power to invert gravity, learn the very name of the wind and command the air, conjure unnaturally fierce tornadoes or merge yourself with the air itself to become a living windstorm.

Alchemy: One of the most scholarly traditions, Alchemy learns through trial and experimentation, harnessing magical energies through special concoctions. They can create poisons, mystical oils, even brew elixirs to greatly lengthen their lives. Alchemists are at a not-insignificant chance of accidentally poisoning themselves in the process of their many experiments, however. All Alchemy requires specific reagents; by purchasing any level of Alchemy traditions you guarantee you will continue to be able to acquire raw materials in future worlds.

By purchasing an initiation into this tradition, you grow capable of identifying potions by sight and understanding how to replicate them (this does not give the raw materials needed to fully replicate them, though), as well as brew a series of potions capable of healing minor injuries, treating diseases, poisons or fatigue, and create volatile incendiary mixes that ignite after being thrown, and create similar entry-level potions.

By mastering this tradition, you gain the ability to create philosophers stones that may revive the dead, repair any object it touches, heal any injuries or negative conditions affecting a creature (including mental, but not

corruption), and turn a pound of object into gold. You can create most potions that require reagents that are not extremely rare and valuable without them. You also do not need to fear accidentally poisoning yourself in pursuit of new elixirs; your alchemical knowledge is too great for that. Finally, alchemical studies have proven to be remarkable in the production of fine distilled spirits and you can most certainly produce alcoholic spirits that have the same effects as your potions.

Even further beyond lies the power to create artificial life mighty enough to stand up to most enemies of this world and command it to obey you, transmute any object into another, and of course create potions in seconds.

Alteration: Alteration is the study of magic that changes the forms of creatures and bless them with something else. This school often involves slapping on wild and unusual traits on to a creature to make it more dangerous, or generally capable of things that it was not originally capable of.

By purchasing an initiation into this tradition you become capable of making small but important changes to someone's form; you may be able to give them the power to climb walls like a spider, breathe water like a fish, enhance one of their senses or adjust their form to be unrecognisable, though not changing species. You also pick up at least one strange physical traits, such as losing all distinct features on your body or having all skin pigment vanish.

By mastering this tradition your ability to manipulate bodies extends to making someone's entire body move like a shapeless mass, enabling them to bypass difficult terrain and squeeze through the tightest of holes. You may weaponise this to inflict hideous cancerous growths upon your opponent, steal their senses (rendering them blind, deaf, etc), and may offer general boosts to wide categories of a creature (such as their strength, durability, and so on). You too can also take away your fundamental abilities – such as your strength, dexterity, or anything else you can measure – to raise another one of your fundamental abilities by the same amount. You also lose your natural face, and must rely on Alteration magic to have one.

Even further beyond lies the ability to bestow attributes that nearly rival the power of the gods, to warp flesh and permanently turn groups of creatures into hideous monsters enslaved to you, and generally offer similar levels of buffs and debuffs.

Arcana: The Arcana tradition is the oldest tradition of magic known to mortals. Its broad utility, reliability, general quality of life spells, lack of significant downsides, and ability to empower any other magic cast makes it rather uncommon for aspiring spellcasters to not learn even a little bit from this tradition.

By purchasing an initiation, you gain the ability to call upon a wild variety of quality of life spells, such as conjuring up floating boards to store

your goods, compelling miscellaneous objects to organise themselves, conjuring invisible hands to assist you with mundane tasks, create minor light shows or puffs of smoke, clean objects, flavour substances as well as mildly warm or chill them, as well as learning magic that can slightly empower any further spells you cast, immobilise people, attack with darts of magical force or conjure up magic weapons.

By mastering this magic, you can learn to hijack and redirect, or perhaps neutralise completely, spells you perceive being cast or can perceive existing (such as static enchantments). You can also learn to ignite the very field of magic that surrounds everything; this produces a devastating conflagration. Additionally, you gain the benefits of one who understands the fundamentals of known magic; your spells from this system are far faster to cast, unlikely to backfire, and last twice as long.

Even further beyond lies mastery of pure magical manipulation practically unheard of on Urth; unravelling all magic within vast areas, devouring hostile magic to power your own spells, and greatly enriching magic for miles all around you.

Battle: Battle magic revolves entirely around enhancing the magician's ability to fight in melee. For this reason, it remains popular among orcs and warriors who wish to dabble in magic. Its spells tend to revolve around making someone move faster, hit harder, and hit more accurately.

By initiating into this tradition, you are given the knowledge of magic that can double how fast you can move, allow you to empower your strikes scaling to how intelligent you are, and other similar buffs to combat power. You also are given the rather dubious blessing of battle madness; where other men might go completely mad from the horrors of this world, you simply get violently angry and stop caring about friend and foe, venting off any insanity in a brief but likely destructive flurry of violence.

By mastering this tradition lets you empower yourself to move and strike like lightning, tear through swaths of foes at once and strike all of them unnaturally hard, and apply similar potent buffs to your own ability to fight in melee. You additionally gain the ability to at-will conjure up a weapon shaped by magical energy. This magical blade will function as an implement to cast spells through, hurts more the greater your intellect is instead of your physical traits, and can be thrown great distances (including dividing itself up into a hail of deadly darts).

Even further beyond continues to empower your ability to fight in melee, until you are practically an avatar of a war god. You may grow to huge sizes, sweep small armies aside with your blade, move so fast the human eye sees you as nothing more than an indistinct blur, run riot through lines of your foes leaving nothing but the dead in your wake, and boost yourself with similar extremely potent blessings.

Celestial: Celestial magic involves channelling the power of the heavens, the sun, and the stars into potent light-based attacks that burn away impurity

with sacred light. It is strongly associated with the Cult of the New God and can often be found among their worshippers. Its magic is known for being exceptionally effective at dealing with demons, undead, faeries, devils, trolls, and all creatures with a vulnerability to sunlight.

By initiating into this tradition you know magic to blind your foes, conjure up scorching beams of light or floating sources of light to banish darkness (more useful than it sounds; demons in general are surrounded by an aura of shadows), and conjure sunlight (highly effective against certain undead).

By mastering this tradition the light you can conjure glows brighter and burns ever hotter, enough to blast most creatures to ash. You can also call down small "falling stars" and ensure the lights you conjure remains permanent. The master astromancers of the Celestial school shine brilliantly as they cast their spells. You too will flare up with light so bright it almost seems to eclipse the sun, blinding anything nearby you and making evading your spells even more difficult than ever before.

Even further beyond lies the ability to create a new (small) sun and focus all its light into a laser beam of death, pull a "falling star" down from the heaven that annihilates a mile at a time and blinds the few powerful enough to survive, or create "invisible light" that dissolves creatures down to formless and lifeless jelly.

Chaos: A strong competitor for the title of most dangerous school of magic, and certainly the most dangerous among the non-dark magic schools, Chaos magic works by releasing a burst of powerful, loosely-guided magical energy in the hope it does not backfire – though to the most devoted adherents of the Chaos school, that's just part of the fun. It reacts very badly to Order magic and often completely ignores the effects of any Order spells, functioning as if they didn't even exist.

By initiating into this tradition you can learn to shift probability in your favour (sometimes), and conjure shimmering iridescent forces that can both shield you and lance out against your foes, again with highly variable results that range from borderline harmless to quite dangerous.

Mastering Chaos magic does not reduce the randomness of the tradition – it enhances it. By mastering this tradition you become capable of making all magic - not simply yours - act in quite bizarre ways, conjure mad and random magical vortices that wreak havoc on body and mind alike and similar strange and unpredictable magicks. Casting Chaos magic now brings even greater randomness, though usually beneficial to what you might be trying to do. You can also cause residual energies from the casting to crackle around you in a deadly haze (though lesser than the original spell) or eject it far away into an equally dangerous beam of change that warps all objects it touches into bizarre and unrecognizable forms and turns living creatures into biologically impossible (and very dead) monsters

Even further beyond lies the power to unmake reality itself. In harnessing Chaos magic of this power, you may undo chunks of creation

itself to nothing more than dust that flows into the void. But be warned, this magic can undo *far more* than you intended. Perhaps someday the end of all things will be brought upon by an exceptionally foolhardy Chaos mage.

Conjuration: Conjuration magic taps into the same creative forces the genies used in ancient times to fashion the world from nothing. Adherents become capable of conjuring items and creatures from thin air itself. Regrettably, while it is an extremely versatile school, its effects rarely last any great length of time, as if reality tries to fight back against further changes

By purchasing an initiation into this tradition you can begin conjuring lesser things; small monsters that can threaten a trained soldier, mundane weapons or ammunition, meals for groups of people at a time, and other similarly minor effects. These will typically last from minutes to an hour. You will also constantly hear a faint humming noise, which is the way conjuration mages perceive themselves as being in-tune with the fundamental energies of reality.

As a master of this tradition, you have also grown capable of making extremely potent conjurations; monsters several times the size of a man who only a few could hope to face on one, conjure small buildings out of nothingness, fast boats or horse-drawn carriages for travel. Furthermore, not only are your conjured creatures significantly more dangerous, everything you conjure will last much longer than normal. Your conjurations are not permanent yet, but they last far longer than someone dabbling in the art; generally in the realm of hours before fading back away. You may also freely shift up the aesthetics of anything you conjure, perhaps adding tentacles or feathers, and you can make monsters so frightening they will terrify most normal people. Finally, any time you cast a conjuration spell you can summon up a very small additional monster – not much use but a decent distraction.

Even further beyond lies the power to conjure fortresses, create monsters more than sixty feet tall or hordes of lesser creatures at once, and at the very peak learn the art of true conjuration. This is to create something real and permanent and with very few limits; creating entities capable of rivalling the demon princes, mightiest of creatures whose mere entrance into reality is typically a regional apocalypse, as an example.

Curse (Dark Magic): Curse magic relies on laying crippling, indefinite curses upon people and even the lands themselves. Curse magic can theoretically be used for good, to punish evildoers for example, though its practitioners are almost always the wicked sort who enjoy the suffering and misery their dark power brings. Many curse spells are permanent until deliberately lifted by the one who laid the curse or until the victim seeks out appropriate countermagic. Curses are rarely fatal; they do not exist to send someone to the grave but make them suffer every step of the way.

Initiating into this tradition, you can lay curses on someone that forces them to live in a constant state of fear, suffer incurable weeping blisters

across their body, prevent them from being able to sleep, suffer withering weakness, or simply inflict debilitating phantom pain on them.

As a master of this tradition, you can turn people into dead stone statues or small animals, cause someone's flesh to constantly swell and rupture with vile fluids, or force someone to dance until they die of exhaustion. You can also turn someone into a harmless toad. As a result of your mastery of the Curse tradition, your curses will be woven tight around your enemies and vastly more difficult for anyone not yourself to lift. Additionally, if your curses are ever lifted for any reason (including lifting them yourself), you may immediately redirect it to someone else.

Even further beyond lies the power to blight the land for miles at a time so that it cannot bear life and living things brought within it will sicken and die, force victims into an endless sleep, lose all joy in life, or be barred from the tomb, cause entire cities worth of people to crumble into salt or be driven hideously mad.

Death (Dark Magic): The antithesis of Life, Death as a school revolves entirely around striking at the vital forces animating the living, reducing them to nothing more than lifeless husks. Acolytes of Father Death are known to favour this school, though it is often said that the black pyramids of the Desolation contain the greatest repositories of Death yet written.

Initiated into this tradition you can snuff out the lives of the weak by touching them, vampirically drain life from your foes to heal yourself, ward your allies against death magic, and spread decay with a touch.

Mastering this tradition allows you to stop hearts with a gesture, straddle the realms of life and death (gaining the advantages of both and none of the downsides), temporarily tear souls out of the body, or annihilate someone with a touch. Your long association with the Underworld has left you able to shroud yourself in some of its own potency. Living creatures will feel an instinctive fear at the reaper coming calling, and you can shroud yourself in a deadly aura that snuffs out the life of all those close to death's doorstep. And finally, any time you kill a creature, you will find yourself partially healed from devouring their life.

Even further beyond lies the power to draw your soul out of its body to become a living avatar of Death, eject souls from their bodies to be dragged straight to the Underworld or Hell, and snuff out the lives of armies at a time.

Demonology (Dark Magic): While most forms of dark magic threaten the caster's life and soul, no school quite threatens reality itself like demonology does. Every spell punches holes in reality to call upon the power of the Void, and each successful casting drags the world closer to being devoured by the Demon Lord. Accordingly, casting it requires speaking the Dark Speech (the foul tongue invented by the Men of Gog) instead of the secret language of creation lest the connection with the Void cause harm to the caster (you may choose to know the Dark Speech if you purchase it here) and a sacrifice

in blood – the casters' if no other is available. Should a caster successfully call upon a demon, these mad things are an assault upon sanity and reason merely by existing and though they can be compelled to serve for a time, they do not naturally return to the Void after they are no longer required to obey the orders of their summoners. Even the most dedicated slaves of the Demon Lord call upon demonology with caution, for the history of this school is filled with the bones of those foolish enough to call up that which they cannot put down. Worse, even scholarly interest in demonology is noted to invite possession by demons, to say nothing of actually casting it. These spells often violate and harm the body and mind of the caster almost as much as their victims.

Just being initiated into this tradition, you can compel demons to obey your orders, for a time (they do not return to the Void naturally afterwards), and only reliably if they are weaker than you. Spells of this level revolve around twisting people's bodies and attacking their minds through the horrible power of the Void as well as summoning tiny demons. You may also open tears in reality capable of admitting the least of demonkind in; something no larger than a man and likely smaller. This is unwise.

You must be completely insane to master this tradition. Demonology is such a dangerous school none but the suicidally insane would willingly master it. Spells of this level undermine solid reality and create an environment more beneficial to the slaves of the Demon Lord, or channelling the power of demons through yourself, or even sending an unfortunate victim into a mercifully brief sojourn into the Void. Mastering Demonology grants you total immunity to fear and supernatural sources of fear as part of mastering demonology involves becoming inured to the mind-shattering terrors of the Void. Secondly, your control over demons is much tighter than ever before. You need not worry about demons you summon slipping your leash or becoming uncontrollable for exactly one minute after you summon them. No guarantees on controlling them after that. Though, as a side benefit, demons (including those you did not summon) will see you as a fellow disciple of the Demon Lord and treat you in a much friendlier way… whatever passes for friendliness among their corrupt and nihilistic kind anyway. You are at least almost guaranteed to not have a demon try to kill you immediately, though of course the long-term goals of demonkind involving preparing reality for the arrival of the Demon Lord and the destruction of the universe will almost certainly be fatal to you anyway. Do not do this.

Even further beyond lies the power to simply tear holes between reality and the Void, drawing victims into the void and possibly enabling demons to swarm into reality before the barrier snaps shut again, and to convert creatures into demons. At its very peak, you may even learn to conjure and command a demon prince; beings who dwarf castles and whose mere arrival is heralded by a massive blast of destructive energy, widespread insanity and potentially global disasters. You have no-one to blame but yourself.

Destruction: While not a dark magic tradition, no magician will ever approach Destruction magic incautiously, as Destruction magic revolves around making things explode or break and inevitably carries a painful backlash. Though, obviously, highly destructive and efficient at causing injuries, few Destruction mages do not sport a motley collection of bruises and breaks from the backlash of their own power running wild.

Just being initiated into this tradition, you can shatter and explode inanimate objects with but a gesture, or with a touch break bones and corrode flesh.

By mastering this tradition, you will learn spells to shatter the earth into terrible earthquakes, smash ever greater and more impressive buildings, and create deadly shockwaves. Furthermore, your control over this magic has grown so much that you can begin to project the magical backlash away from you - in effect adding an extra bolt of harm to whatever aroused the ire of a master of destruction.

Even further beyond, the highest, and fortunately not yet known to exist, levels of Destruction magic offer someone the power to punch a hole directly into the Void or shatter everything for miles around.

Divination: The Divination school revolves around telling the future, seeing and hearing things happening far away, and receiving answers to mystical enquiries. Often, adherents end up having regular strange, prophetic dreams, though they rarely understand exactly what they mean until the prophecy happens. Keeping a book to note down all your dreams is highly recommended.

Just being initiated into this tradition, you can see and learn the motions of combat a scant few seconds in advance, sense danger about to befall you before it happens, and divine any horrible futures awaiting a particularly unfortunate soul.

By mastering this tradition, you can see creatures as they truly are, not as whatever guise they use to walk the world. You can change the future with ease, warding off dangers before they even strike.

Even further beyond lies the path to discovering magic that gives you full knowledge of cosmic mysteries… assuming your mind can survive such tremendous knowledge dumped into it at once. Or merely casting your vision across immense distances to see precisely a location far away.

Earth: Another of the four fundamental forces of creation, Earth magic revolves around stone and soil. Practitioners often end up seeming to be carved out of the very earth they command, considered by some to be the natural consequence of studying the secret names of earth and rock.

Just being initiated into this tradition, you may call up walls of earth, sheath parts of your body in rock, or send spears of earth jabbing up from the ground at your foes.

By mastering this tradition, you may wander through the earth as if it wasn't there, turn wide areas of earth into deep and sticky mud, fill fields with crystalline blades from the earth, or perhaps summon and bind the genies of earth. By this point, you've likely become a living, walking statue with all the durability and pure strength that implies.

Even further beyond lies the power to gouge miles-long and miles-wide cracks into the earth to swallow your foes, call up mighty earthquakes or turn yourself into a giant brute made of stone immune to most of the weaknesses of flesh whose fists hammer close to the might of mountains.

Enchantment: Enchantment spells twist both mind and emotions, making people obey the caster and perform whatever deeds they wish. It is known to be a popular school among faerie, who teach it to mortals who catch their interest. Such spells last for long, long periods of time, perhaps even indefinitely. However, few enchantment spells offer any ability to convince people to do obviously suicidal things.

Just being initiated into this tradition, you may charm people with but a word, making them think of you as a trusted friend and ally, or perhaps make yourself seem beautiful to onlookers, or stir up emotions of loathing towards a target in people.

By mastering this tradition,. Rather than simply charming people, you can now compel them and force them to obey your every order. The downside being that compelled people do not act on their own without commands from you, unlike the charmed.

Even further beyond, at the highest known level, lies the power to cajole someone's heart and make them fall into true love with you, impossible to tell from genuine true love. Or to charm - or compel - everyone within sight of you.

Fey: The Fey school was once the exclusive domain of the faeries, but it slipped into the world of mortals. It can be used to repel iron, bless mortals with the gifts of faeries, and even summon powerful faeries to the casters' side. Like the faeries themselves, Fey magic cannot be cast while in contact with iron and targets wearing iron gain some measure of resistance to it.

Just being initiated into this tradition, you gain an array of amusing faerie pranks - causing someone to stumble, suffer a distracting prick of pain, drop whatever they carry,

By mastering this tradition, you can call loyal unicorns to your side or a swarm of diminutive (but spiteful) faeries, or lay a curse to send someone into an eternal sleep. At this level of mastery, such minor nasty faerie tricks come so naturally to you that you need not even cast a spell to cause them to occur.

Even further beyond lies the power to transform someone into one of the immortal fae (permanently) or take someone into a cave of dreams where time does not flow. You might even grow capable of creating one of

the legendary hidden kingdoms of the faeries, where they hide away from the troubles of the world.

Fire: The third of the four fundamental forces of creation, Fire magic revolves around conjuring great firestorms, calling incendiary creatures, and similar spells. Naturally, it is difficult to cast Fire spells when underwater or at underwater targets. Practitioners of Fire magic often become hot to the touch, their eyes blaze with anger and their tempers grow very volatile.

Just being initiated into this tradition, you can make yourself immune to mundane flames, manipulate them to play tricks, or conjure forth small gouts of fire.

By mastering this tradition, you can conjure up hot walls of flames or rain down fire for yards around. You may conjure and bind one of the flame genies as well. Finally, you can set yourself alight whenever you cast fire magic. This will not harm you, but will add an extra danger to anyone approaching and empower any further fire spells.

Even further beyond lies the power to become a gigantic ball of animated flame possessing none of the weaknesses of flesh, to cast swarms of fireballs at everything you wish, and even bring down a large flaming meteor to cause immense devastation for miles.

Forbidden (Dark Magic): A tradition invented by the Men of Gog during the height of their corruption and depravity in the Desolation, the Forbidden school revolves around inflicting painful and debilitating changes to a victim's biology, such as magically sewing up all their orifices or causing them to defecate their entire intestinal tract in a bloody slurry. For this reason, it is (rightfully) known as the most disgusting and debased school of magic in existence. Still, devils love to teach it to mortals, as the corruptive and depraved effects of Forbidden spells generate a regular supply of damned souls to feed their cruel appetites. It also requires the use of the Dark Speech when casting. Finally, Forbidden magic requires sacrifice. Someone else's; to gain this magic one must be willing to sacrifice a living creature to one of the many dark powers within this world.

Just being initiated into this tradition, you gain magic that can rip someone's flesh apart and guarantees it leaves a nasty scar, force someone to violently defecate blood and organs, or seal up someone's orifices permanently save carving it open with a knife.

By mastering this tradition, you gain magic that can directly strike at someone's very soul, tearing it to shreds, or perhaps meld flesh together to turn two monsters into one more dangerous one, or inflict corruption upon a(n un)willing target. At this level, your magic no longer requires sacrifice, but instead performing suitably debased (and not necessarily lethal) rituals.

Even further beyond, power to force someone to witness their loved ones dying in horrific means until they are driven to suicide exists, to perform genocide through magic (slaying the young and sterilizing the old), and creating permanent desecrated ground where the unholy thrives exists.

Illusion: The school of Illusion focuses around artifice and subterfuge through the creation of things that seem real and delude the senses into believing they are real. It is often believed to be another tradition of the faeries that slipped into the schools of men. Illusionists can make anything seem real, from a perfect body, beautiful clothing, to springing forth hordes of illusory monsters and false terrain, even hiding the taste of poison in a cup of wine, and the most potent of them can even turn their illusions into reality.

Just being initiated into this tradition, you can perform minor tricks of invisibility on inanimate objects or conjure up ethereal mists to shroud yourself. You may also conjure up ghostly sounds to distract someone or craft illusory disguises.

By mastering this tradition you have gained the ability to shroud groups of people with invisibility, craft illusory doubles of yourself or others, or make other illusions that feel, smell, and seem completely real despite their lacking substance. This is the level where illusions can draw blood and slay one's foes.

Even further beyond lies the ability to turn yourself into a mass of different people all effectively "real" when it comes to hurting one another or using magic, and to even cast illusions so potent that reality itself is fooled into allowing them to become real.

Invocation: A rare and extremely difficult school to master, Invocation relies on crafting a talisman that contains the essence of some being (a daemon, not to be confused with demon) and using magic to call upon its powers. This way, one may call upon a fraction of the powers held by the courts of the faerie, the Witch-King, and even the Devil himself. The dwarves are the most common users of the Invocation talent, as it fits within their religion of ancestor-worship. Unfortunately, the most dedicated adherents often go mad from the different personalities feeding back into their own mentality, though the most skilled adherents can end up discovering ways to evade all the drawbacks to this school. As a final benefit, should you purchase the Invocation tradition you will be able to learn to summon and bind daemons of settings beyond this one as well, gaining some measure of their power and influence.

The daemons available to initiates generally offer relatively minor benefits. They may be able to spew flames and gain resistance to fire, shroud themselves in mystical darkness, or simply move and fight faster.

By mastering this tradition comes the ability to hijack daemons offering the advantages of undeath, of conjuring potent magical attacks all on their own, or invoke a daemon capable of granting you the gift of prophecy. At this level it is entirely possible you may wear multiple daemons at once.

Even further beyond lies gaining a portion of the power of some of the mightiest beings to tread upon Urth. The Witch-King, the Devil himself or the Great Dragon lies at the fingertips of anyone who could reach this far above.

Life: Life magic eases pain, heals wounds, and removes afflictions. It is commonly associated with the Cult of the New God; whose priests frequently devote at least some of their time into the study of this tradition, though those priests of the Old Faith often possess some power over the Life tradition too. Its more powerful magics can put the unquiet dead back to rest or send souls back into the afterlife. Students of the Life tradition can even bring back the dead, although it is never easy to free a damned soul from the clutches of Hell.

Just being initiated into this tradition, you can learn magic that allows you to preserve someone's life at death's door, to sense the living, bring forth minor healing spells, or weaponise healing magic to harm the undead.

By mastering this tradition, you gain magic that can regenerate an entire lost limb, heal masses of people at a time, or resurrect the recently dead who have yet to reincarnate. Such attunement to magic generally also renders you immune to poison or disease and regenerating amazingly fast.

Even further beyond lies magic that can heal or resurrect masses at a time, or destroy wide areas full of the restless dead. At the height of this tradition, one can give someone a "second life", cleansing them of madness, corruption, restoring them fully to life and restored to their prime.

Madness (Dark Magic): This school draws power from alien and incomprehensible entities from strange dimensions – not the Void but something… *else*. Outer gods, other nightmarish dimensions, realms where madness is the rule, and dark stars formed from the remains of aborted gods. Few who pursue this tradition long retain their whole sanity, yet curiously they become even more accustomed to shrugging off the influences of other sources of madness and insanity.

Just being initiated into this tradition, you learn magic to unveil unspeakable truths from entities beyond human understanding, call down blessings from beyond, or conjure up darkness that brings mad hallucinations.

By mastering this tradition, you may mentally project yourself into alien dimensions to commune with the powers within and learn answers to whichever questions you possess, weaponise thoughts of aborted gods, or perhaps conjure ninth-dimension worms.

Even further beyond, you could summon entities that devour minds or cast someone into the dimension of your bizarre patrons. At its peak is to awaken the Old Ones themselves and bring parts of their realm into Urth. Pity those who cannot run.

Metal: A strongly dwarfish tradition, and often dabbled in by users of the Earth tradition, Metal focuses on manipulating metals in general. Spells can create metallic objects out of unrefined ore, cook someone alive in their plate armour, and destroy metal objects. The most advanced users of Metal can find that their skin takes on a metallic sheen and legends say that its most potent wielders turned from flesh and blood to living iron.

Just being initiated into this tradition, you learn minor tricks to unveil hidden faults in metalwork and shatter them, to reshape metalwork as if it were putty in your hands, or to cause metal objects to rapidly corrode into nothing.

By mastering this tradition comes the ability to turn your flesh into iron, to repel all works of metal away from you, and to conjure near-impermeable bulwarks of metal. At this level, the "metal" that is your flesh can be reshaped at a whim into different shapes; a hand into a hammer perhaps, or an axe or a mace.

Even further beyond, you might be able to call up rivers of molten iron, or to turn everything metal in a vast area to dust.

Nature: Another of the ancient traditions of Urth, Nature magic involves the manipulation of plants and healing lands scarred in these dark times. Those of the Old Faith are most known for their adherence to this school of magic, as their druidic traditions fit perfectly with the themes and style of this magic. Unfortunately, it does prevent casters from wearing heavy armour while using spells of this tradition.

Just being initiated into this tradition, you can call up tangling vines and roots to bind limbs, or communicate with any plant. You can also cause plants to rapidly grow within a small area.

By mastering this tradition, you weaponise the power of nature better than before. You can make trees exude atmospheric poisons, grow forth deadly barbs, or whip their branches around with a fury. You can also trigger an early reincarnation for someone into a new but humanoid body. At this level, you've likely turned yourself into an animated plant and therefore a valid target for most of your magic.

Even further beyond, you might learn to cure the huge tracts of land of the ills that have been wrought upon it, purging it from taints and allowing nature to reclaim it. You may also animate the trees into treemen who will fight for you.

Necromancy (Dark Magic): A tradition invented by the Men of Gog in their defiance of Father Death, Diabolus, and the destruction of their souls' memories in the afterlife, Necromancy revolves around the creation of undead, including undead monsters and preserving the life of the necromancer as a lich.

Just being initiated into this tradition, you can raise individual corpses as the undead, or shroud yourself from the dead, or perhaps begin to cannibalise the strength of the living to empower yourself.

By mastering this tradition, you can begin laying curses so that any who die within an area rise as the undead, and raise dozens of the dead at once. You can also hijack control of the undead, even the intelligent undead, though the intelligent ones may be able to shake it off if their will is greater than yours.

Even further beyond lies the potential to raise hundreds of the dead in a single spell, to craft potent necromantic machines, or to send your soul forth to possess corpses while your real body is safe from harm.

Order: The Order tradition is the most direct descendant of the words of power the genies used to shape reality and give form to the formless. Order magic typically works to eliminate randomness from the world, while others allow the caster to force their will on objects, creatures and even reality itself much like the genies themselves once did. It reacts very badly to Chaos magic and often completely ignores the effects of any Chaos spells, functioning as if they didn't even exist. It is also an extremely potent weapon against faeries, demons and the Void, and its most potent spells can easily restore any damages in the barrier of reality or send legions of demons screaming back into the Void.

Just being initiated into this tradition, you can already begin to force your will upon reality. Reality will nudge, but not by much, to obey the desired order you are trying to impose upon it. You may also begin to imprison people in spells of logic to ensure they cannot escape without great intellect.

By mastering this tradition, you may reorganise someone's thoughts to cure them of insanity, or tear them from great distances to your side, strip magic away from your foes, and compel people to perform any one action. In fact, you have become so ordered that chaotic things like "disease" or "poison" just don't hold upon your perfect body, and you may even simply refuse to age or die until something forces you *repeatedly.*

Even further beyond, you may still the world from chaotic influences and wound the unnatural (most especially demons and faeries), assume a mantle of pure order that makes your words irresistible, and even force any tear in the fabric of reality to close.

Primal: Primal magic taps into the beast within, drawing forth one's savage nature in exchange for animalistic traits. It can also summon animals and aspects of the wild to aid the caster in battle. It is popular among the Old Faith, and practitioners often manifest animalistic traits such as inhuman eyes, patches of fur, or claws.

Just being initiated into this tradition, you may turn your nails into deadly claws and see in the dark, vanish from the sight of animals or learn to speak their tongues, or perhaps even let forth a scream of pure primal terror.

By mastering this tradition, you might be able to call the mightiest natural animals to your side as allies, channel your animalistic urges into a monstrous beast-form, and imbue the savagery of the jungle into allies. At this level you can probably gain primal bonds with your most trusted animals to command and telepathically communicate with them as you would another.

Even further beyond, you might become the regent of animalkind, or channel yourself into an avatar of the Horned Lord. At the highest end, you may even learn to create entirely new species.

Protection: Protection is the "no" school; it secures, defends, and counteracts hostile effects, and not just mystical ones either. It can protect individuals, groups of people, and even lay lasting wards across large tracts of land. Protection mages have an unfortunate habit of becoming extremely paranoid, as their school fundamentally relies upon preparing for any danger.

Just being initiated into this tradition, you can prevent items from being touched and people from being attacked with invisible fields of force, ward small areas so that you may know when creatures enter the area, create magical diagrams that keep people trapped inside them, or set up minor magical protections around people.

By mastering this tradition, you can learn to snuff out spells weaker than you can cast, or even make people or objects briefly invulnerable to all harm. The wards you place upon objects are no longer deterrents; merely touching an object warded by a master of the Protection tradition can bring fatal electric shocks or violent explosions. The masters of this school are typically known as abjurers, and they tend to be surrounded by a constant aura of protection.

Even further beyond, the tradition can let someone ward doors so well that no force can make them open, conjure up potent monsters whose sole reason for existence is defending territory, and even ward someone so that no matter what is done to them they cannot cross death's door for a long period of time.

Rune: Rune magic is the art of creating writing – the runes – that contains magical effects trapped inside the rune by the act of writing it. Runes typically last for longer periods than equivalent spells, though their effects tend to last in the minutes and rarely into the hours which can be drawn out even further by those skilled in this tradition. Some runes can potentially be scribed into a surface and exist indefinitely until triggered. Either dwarfs or trolls invented Rune magic, the history is unclear. Some masters of Rune magic discover faint writing appearing just under their skin, in a familiar-seeming script but mysteriously indecipherable.

Just being initiated into this tradition, you can cast runes that eat away at the bodies of your foes, ward areas against entry, turn items invisible, or inscribe them with runes to ensure you always know exactly where they are.

By mastering this tradition, you can learn runes that turn ordinary men into giants, runes that make blades sharper and faster than they could naturally be, or else bless them with immense strength. Master runesmiths typically learn additional runes that enhance the power of their own magic further when worked together in tandem, or else learn the secrets of permanently tattooing their runes on to their flesh.

Even further beyond lies deadly runes that can lurk forever until the moment of triggering, driving creatures mad, or entirely snuffing the lives of the weak out. Other runes may render something temporarily invulnerable to all harm, or simply allow you to inscribe a rune that slowly unmakes anything it is placed upon to nothing.

Shadow: Shadow magic is the art of controlling darkness to conceal one's activities and attack with the shadows. The magic skirts dangerously close to the Underworld, but though the magic appears dark and sinister, there is nothing inherently corrupt about it. This unfortunately has not cleared up the stigma against its study as many mages believe it to be the steppingstone into the dark arts. Practitioners often find all colour drain from their body and find well-lit areas mildly painful to be in without a nice hooded cloak to keep the light out of their eyes.

Just being initiated into this tradition, you might possess people's shadows, shroud yourself in darkness to stay hidden, or summon a blade made of solid shadows.

By mastering this tradition, you may use shadowstuff to copy the lesser spells of other traditions, form shadows into huge and horrifying monsters, or blobs of frigid darkness. Masters of Shadow magic often gain the passive ability to seem indistinct and difficult to focus upon when around shadows, and gain the ability to actively merge with them.

Even further beyond lies the power to blot out the sun or the moon in darkness, to create a dark ball of utter annihilation, or enter the realm of shadows to travel vast distances in a brief time.

Song: The art of Song magic is the art of weaving magic into music itself. Practitioners rarely formally study this magic, instead discovering it while practising the arts of the bard. It can conjure up deafening blasts of noise, music that compels people to dance, and droning monotones that render the targets into fugue states.

Just being initiated into this tradition, you may learn the magic in limericks so filthy and crude they briefly harm the listener's ability to think, or perhaps like a true performer cast your voice around for miles, or finally perhaps sing songs that uplift the listener and help them at whatever they are doing.

By mastering this tradition, you can sing songs that put crowds to sleep, convince listeners to abandon their arms, or make someone fall in love with you. The masters of Song magic are, unsurprisingly, known as bards, and not only are they excellent musicians with a talent in quickly belting out the spells of their tradition, they carry around the talent to know a little bit about everything - not much, but always enough to be mildly useful.

Even further beyond lies music that can bring the dead back to life, drive listeners mad with its siren call, boom so loudly it resembles a shockwave more than a bit of music, or learn the music of the spheres to cause reality to change according to the songs you play.

Soul: The study of Soul magic is not like other traditions. Soul magic taps deep into the fundamental, incredible depths of power within the souls of mortals to work its magic, though unfortunately it rarely affects creatures who lack souls like demons and genies. It is a more physical branch of magic, as its workings often compel the Soul magician's body into performing physically impossible feats of strength, dexterity and similar. A curious side benefit of Soul magic is that the total mastery of the self that Soul magic demands also makes its practitioners noticeably more resistant to the effects of madness and insanity.

Just being initiated into this tradition, you can become capable of seeing the souls of everyone around you, attacking people's souls though at this level dealing permanent damage to them is not yet possible, and negate harm done to you.

By mastering this tradition, one can gain the power to manipulate their soul, to unlock the memories of past lives, and to heal yourself and others of all things through meditative trances and spiritual manipulation. Those masters here can unlock the rare, and very useful in this world, ability to shed corruption from their own soul and - at the cost of some of their own life, or perhaps instead to anchor their soul to something outside their body so that even the destruction of their flesh shall not force them to pass on.

Even further beyond lies the power to leave their mortal body and wander as a disembodied spirit, to cast the soul out of the bodies of your foes (this is fatal) and to become so enlightened as to be nearly immune to everything.

Spiritualism: Spiritualism is the school of calling forth the spirits of ancestors and animals alike, to communicate with and aid the caster. Spiritualism carries its own price, however, as once you start entreating with the Underworld, you are likely to find yourself followed around by other spirits who want something from you. To know Spiritualism is to live a haunted life.

Just being initiated into this tradition, you can cause spirits to suffer the same harm as those of flesh and blood, bind a vengeful spirit to someone which will do its utmost to ensure weapons and blows strike true, and summon the spirits of animals to take on small aspects of them such as enhanced awareness or movement.

By mastering this tradition, you can bring fear through bringing forth terrifying hateful spirits, call upon spectres - ghosts who cannot pass to the Underworld and have grown powerful and hateful, and force people to witness the maddening Underworld. At this level one grows more comfortable with binding spirits. They can do it faster, and get even more out of spirits than lesser dabblers.

Even further beyond, you may yet learn to open a door into the Underworld - or wrench its gates open to unleash a howling mob of spirits. You may also bind the spirits of dragons or mighty dead heroes to utilise even more power and take upon their traits.

Storm: Sitting at the crossroads of Air and Water magic, Storm is an incredibly unsubtle school that focuses on calling down the thunder and lightning. Almost all of its spells are some variation on calling rain, snow, lightning, and/or thunder down on enemies or even widespread geographical areas.

Just being initiated into this tradition, you can create magical banks of fog, small drizzles of rain, and imbue your touches with electricity.

By mastering this tradition, you may be able to summon and bind the storm genies, hurl bolts of lightning that leap from foe to foe, or cause it to rain acid. At this level of mastery, you have also likely learnt to "ride the lightning", using the electrical bolts your tradition summons up as a form of extremely fast, very flashy transportation.

Even further beyond, you might learn to curse a land with a long winter, or else cause the formation of powerful hurricanes, and of course make even bigger and more dangerous bolts of lightning.

Technomancy: Sitting at the border between magic and technology, the Technomancy school revolves around assembling a seeming pile of mechanical junk into a dangerous tool empowered by the arcane. The devices often look bizarre and could not function without the magics empowering them, but Technomancers make them work all the same. Practitioners can build dirigibles, tanks, even magical nuclear bombs from spare parts they find lying around or even conjure them from nothing, and though the magic within these improvised devices generally fades in time, this is also the tradition that is a springboard into creating permanent techno-magical devices.

Just being initiated into this tradition, you've gained the ability to channel magic into repairing machinery, create sensors, or magical bombs.

By mastering this tradition, you could create animated contraptions covered in whirling blades who march towards your foes, gatling guns, or powered armour. At this level you can probably easily create permanent animated objects whose exact specifics largely depends on the time and resources one is willing to sink into them, from gigantic war machines to tiny laboratory assistants.

Even further beyond, magic could create mobile fortresses, airships, and even nuclear weapons from nothing.

Telekinesis: Almost never found studied, arising almost always from pure natural talent, Telekinesis is the art of psychically using the mind to create invisible forces to wreak havoc upon one's enemies or shape the world around them. Push things away, lift them, crush them, all this and more are possible.

Just being initiated into this tradition, you may grab and drag objects around, push people away, or use your mind to block attacks against you.

By mastering this tradition, you may create potent shockwaves with your psychic powers, or perhaps beat a foe to death with another foe. At this level, one finds they can almost instinctively augment their defences or strikes with their thoughts.

Even further beyond, you may learn to make people explode or implode, or smashing things around you for miles.

Telepathy: Telepathy is the psychic tradition of using one's very thoughts to change the world around them. Unlike Telekinesis, it tends to involve attacks against the mind rather than affecting hard matter with force. They can tear secrets out of the skull, burn out someone's ability to have conscious thought, and of course send communications over vast distances.

Just being initiated into this tradition, you could be able to empty your mind of thoughts to protect yourself against mental influence, sense the thoughts of other creatures, and communicate telepathically without speaking.

By mastering this tradition, you may be able to make people's heads explode, assault the minds of others until they are driven mad, or render your own mind completely impervious to outside influence. At this level, one often begins to pick up and passively read stray thoughts from everyone around them without needing a spell.

Even further beyond lies the power to completely dominate the minds of masses at a time, wipe someone's mind clean or restore it, or set every brain aflame for a mile around.

Teleportation: The world has numerous gaps, places where instantaneous teleportation between locations is possible, and Teleportation is the art of studying them. A Teleportation mage may be able to teleport his arm over to slap someone, or teleport someone's head off their shoulders, or even cast their enemies into the Void.

Just being initiated into this tradition, you may gain the power to teleport things to and from you, blink in and out of reality so fast that targeting becomes unreliable, or hop short distances.

By mastering this tradition, you can weaponise this tradition by teleporting someone's limb away, teleport yourself and friends to any location you know exists, or stabilize reality to stop creatures appearing within it. At this level, people can often grow capable of reflexively phasing in and out of reality, whether this is to travel through solid objects or evade injuries.

Even further beyond lies the power to travel to alternate universes (perhaps even ones that have yet to suffer the Shadow), create permanent portals crossing over immense distances, or sever the bonds that hold things together to cause them to fall apart.

Theurgy: Theurgy magic is the purest expression of faith turned into spells and is commonly associated with the Church of the New God. The gods may

be distant powers, but their mortal servants are not. Theurgy is another powerful weapon that is highly effective against the undead and demons alike. A quirk of this school is that its spells always manifest alongside some obvious mark of the divine, such as tongues of flame appearing above people's heads, faint tremors running through the earth, and flaming scriptures appearing around the target of the magic. Subtle it is not.

Just being initiated into this tradition, you can likely conjure up holy symbols of your faith, bless people with courage and valour, terrify foes by denouncing them in the name of your god, and call upon the divine for minor boons in smiting your enemies.

By mastering this tradition, you may wound the corrupt (particularly demons, faeries, spirits and undead), compel people to become fanatical members of your faith, call down fire from the heavens, or conjure a sacred altar to bless your friends and impair your foes. At this level, any expression of Theurgy magic may cause you to sprout feathered wings and fly while tongues of fire illuminate you.

Even further beyond you may call down direct deific intervention though despite their immense power their reactions might depend upon their goals and personality, or summon a small host of angels. At the highest level of power, you might call down a biblical apocalypse of rapture, meteors, famine, and more for two hundred miles around.

Time: Time magic involves the manipulation of the passage of time, often to slow down enemies and hasten allies, to leap back short distances in time to fix a mistake, or even to act freely while time is halted for everyone else. Chronomancers often suffer bizarre chronological abnormalities, such as appearing a different age from one day to the next or flickering in and out of existence as they sleep.

Just being initiated into this tradition, you can look forwards into the future to see the most immediate consequences of your actions, or discard a single failure point immediately after either allowing you or another to try again or make it more difficult for your foe to succeed, you can speed up or slow down the passage of time for yourself or others.

By mastering this tradition, you may begin moving forwards or backwards through time in century increments for now, disrupt the flow of time for your enemies, summon yourself from the future to aid you, or perhaps step into the timestream itself to alter the probability of future events coming to pass. At this level you likely can anticipate the immediate future in all things you can do, or perhaps your mastery of time is so strong you can see the paradoxes in time potent fourth-dimensional (please don't start that argument here) manipulation causes and go forth to fix them.

Even further beyond, you may learn to dislodge regions from following the same motion of time as the rest of the world, learn to slay someone's ancestors to prevent them ever threatening you, briefly stop time itself across the entire cosmos, or create temporary portals to bring yourself and friends to any point in the history or future.

Transformation: Transformation magic enables practitioners to assume many different forms, perhaps taking on the form of a plant, another person, a lion, dragon, or simply shifting through so many forms it is impossible to cage them. Practitioners often discover they shift subtly in appearance after each time they take a brief nap or sleep, perhaps growing or losing an inch, gaining or losing weight, and similar minor effects.

Just being initiated into this tradition, you can turn your body in a flowing mass that passes through obstacles with ease, make yourself appear to be an entirely different person, or blend into your surroundings like a chameleon.

By mastering this tradition, you can turn yourself into almost any natural animal and a variety of grossly unnatural monsters too. Alternatively, you could turn yourself into a hive of smaller animals, or make your flesh function like metal. At this level, your ability to transform yourself has likely been completely harmonised; you are likely capable of shifting to a deadlier form as part of an attack, or as a reflective form of defence. You are so accustomed to all the different forms you take that shifting into something with wildly different anatomy is like breathing. It will be both incredibly fast and require barely any effort on your part.

Even further beyond, you might yet learn to turn into a dragon (everyone wants to be the dragon), or completely undo the boundaries of your form to perfectly mimic any creature you see.

Water: The fourth of the four fundamental forces of creation, Water magic revolves around commanding water, ice and the waves. Water also offers healing, though not as well as Life magic does. Practitioners usually grow gills and breathe water as easily as air, as well as gain fine scales like a fish.

Just being initiated into this tradition, you can likely cast icicles around, freeze things solid (it's oddly mostly nonlethal), or produce bowls of clean water.

By mastering this tradition, you might be able to bind the genies of water, spray jets of incredibly corrosive acid, strip all the water out from an area (including in the bodies of flesh-and-blood creatures), or freeze people and bodies of water solid (fatally this time). A dedicated master of the Water tradition will likely learn to move as the waves, call up strong waves from nowhere to buffet their enemies, or perhaps take on the form and traits of the water itself.

Even further beyond, you might turn yourself into a huge watery giant (with all the logical immunities a creature of water over flesh would have) who has no true form and is able to shape itself as easily as the waves, as well as the power to bring potent tides and walls of water wherever it goes. At its peak, you may be able to call up a two thousand foot high tsunami to indiscriminately shatter things a thousand yards near the coastline.

CHANGELOG

V1.1

- Rephrased Rune.