He Who Fights With Monsters by Shirtaloon

Jump by WarlockInTheTower

Welcome to the world of Pallimustus, where magic is everywhere, monsters are a fact of life and nobody has ever heard of Airwolf. This is a world of multiple races, where Essences are born from magic and anyone can-with the right ability or ritual-lay claim to them and become adventurers.

This world has varied levels of magic, ranked in similar fashion to the adventurers that defend it. Un-ranked and iron level areas have less magic, while bronze, silver, gold and diamond have more. As the intensity of the local magic goes up, so too does the power of the monsters that spawn locally. On a semi-regular basis (every decade or so) the magic worldwide surges, and massive numbers of monsters begin to spawn...as well as more powerful monsters appearing in areas where they would usually not.

You appear here just as an Australian man named Jason Asano-from an Earth much like the one you once called home-appears naked in a hedge maze in the middle of the desert. This was not entirely deliberate on anyone's part so far as we know, and the events that spiral out of this occurrence will shake worlds.

You receive as always 1,000 cp to begin with.

Location

First, roll a d8 to determine where your journey begins, or pay 50cp to choose:

Greenstone, a small city in a lower magic area that will be the center of the early parts of Jason's journey as an adventurer.

1. Jory's Clinic.
2. The Adventurer's Society
3. The Magic Society
4. Temple Square

Greenstone is far from the center of the world, so you can also start elsewhere..

5. The Vane Estate-where Jason First appears.
6. The Delta around Greenstone
7. Vitesse
8. Your choice.

Race

While there are a number of races here on Pallismustus, each has its own advantages with none truly shining beyond the rest. As such your choice here is free.

Outworlder

Each outworlder is summoned/pulled from a low magic world like ours. In the process of being pulled, the outworlder "dies" and is reborn. While being "reborn" each outworlder is given racial

powers that will help them survive in the new world, though one of those racial powers is always Astral Affinity.

Human
Your bog-standard human, as seen throughout the multiverse. Humans tend to get special attacks and advance somewhat faster than others when it comes to their essence abilities.

Elf
Elves tend to be more spell casters than fighters. They also have nature, life, and magic affinities.

Runic
Runics have tattoo-like runes that go to the bones of the race. Not much more about this race has been told yet. They also tend to have a stabilising effect on the local magic.

Smoulder
Smoulders tend to have strong earth and fire affinities.

Celestine
Celestines have metallic colored hair, with matching eyes. They are known to have astral and holy affinity. As essence users they tend to get more special abilities than spells or special attacks. They come about when an outworlder has children with another outworlder, or with a celestine.

Draconian
A race that claims to be descended from dragons. They are able to breathe fire and have scales. Sometimes touchy about other people having the dragon confluence essence.

Leonid
Leonids look like large anthropomorphic lions. The race has better stamina recovery and less stamina consumption compared to Humans.

Origins

Drop-In

You just appear out of nowhere. This is-strangely enough-not an unknown phenomenon here. Outworlders appearing by random chance does actually happen. So showing up without a recognized history or any connections won't be remarked upon by most.

Craftsman

You are a maker of things. From cloth armor to magic swords you have the skills to turn raw materials into finished products. Adventurers and magic users alike make heavy use of your services.

You may not have as much in the way of combat ability in your own right, but you are a valuable pillar of the community that protects the world.

Noble

You may not have been born with a silver spoon in your mouth, but there was probably one in reach. Many noble houses were founded by essence users, so there is likely a proud tradition of adventuring in your family. Essences are not cheap, but your family has likely provided a full set of them to suit your personality.

Priest

You are a member of one of the many churches of Pallismustus, and have been granted divine essences and awakening stones. This produces a more predictable set of abilities, but also comes with certain obligations. Following the precepts of your god is a must, as disobeying those rules or the standards of your priesthood can see those essences and awakening stones revoked. See notes for a list of known gods.

Perks

100 cp perks are free to their respective origins/races. Others are discounted. 1 of each tier of general perks is discounted as well. Notes contain a list of known confluence essences.

General Perks

Aura Control-100
As essence users gain power and rank, their aura becomes a very real thing. Aura control can let someone suppress the aura and powers of others, detect the presence of allies and enemies, sense emotions, and can even be weaponized against monsters. This give you the basics of aura control, and can be trained past the basics to true mastery.

The Essence of Instinct-100
Most powers gained by essence users are fairly instinctual in their use. This makes that certain for you. Upon gaining any supernatural ability or attack, you will immediately understand how to use it properly. Combining new abilities with pre-existing skills and proficiency will be straightforward.

Looting Power-200
When you are responsible for slaying a monster or defeating a foe, it is possible for you to loot them to gain resources. Spirit coins, monster cores, essences, awakening stones, quintessence gems, and even sometimes new magical items, all are possible when defeating a strong enough opponent.
If you have a dimensional storage space or container the items you loot appear there. Otherwise you might want to watch your head as they fall onto you from above. Also, when monsters are looted they erupt in a noxious rainbow-colored smoke….you will probably want to avoid that.

Astral Connection-200
You maintain a low-level connection to the deep astral. This allows for you to survive in low-magic or magically barren areas and continue using your essence abilities at full power without requiring additional spirit coin intake.

It also provides a small-say 10%-reduction in the cooldown of your various abilities.

Quest System-200
You have a video game-like interface that assigns quests to you, rewards included. Usually this is a task you were already going to do, but sometimes it can be a surprise. Why not get paid twice for slaying that group of monsters--three times if you have a looting power as well?

Rapid Growth-400
Normally, the essence abilities and powers of humans grow and increase in rank slightly faster than others. Now this holds true for you as well, and even more so. Regardless of your race, your supernatural abilities will grow about 25% faster than they otherwise would.

Defiance of the Heavens-400
There are a number of ways that a person can be influenced. One of the most potent and invasive is the implantation of a star seed. A star seed provides a connection to one of the great astral beings, and can allow them to take over….with a catch.
The soul is inviolable in this setting, and a star seed cannot take full control without being yielded to. This gives you the willpower and resistance to pain and suffering that would allow you to completely reject the power of a star seed.

Essence Gathering-400
Essences and awakening stones appear naturally in this world as a byproduct of the local magic. This will let you find such items more commonly and easily, and in future worlds will allow you to find and collect essences and awakening stones aligned to the local conditions.
(Mass Effect would allow Biotic essence and awakening stones of the Asari and Krogan, while RWBY would allow for essences and awakening stones related to Dust and Aura. Angel and Demon essences and awakening stones from Supernatural, etc)

Drop-In

Rolling with the Punches-100cp
You take life as it comes and keep going. You adapt to new circumstances well and can fit-in almost anywhere given time. You might not be immediately welcome everywhere but you can make inroads.

Confusion-Fu-200cp
You take unpredictability to a whole new level. You are capable of confusing anyone and everyone by words alone. It is entirely possible for you to briefly make a bachelor believe that they are married and you somehow slept with their wife. Insanity and madness are your friends.

Refuge in Audacity-400cp
You break the rules with style. Barging into an enemy gathering and making bold and audacious claims-or threats-sees you somehow escaping. Being completely over-the-top is your default setting and somehow you make it work. You get away with things because nobody believes that such madness could ever work…you also tend to survive situations that you should have no chance of surviving. The crazier your plans seem, the more likely they are to succeed.

I'm Good at People-600cp
You may mouth off to arrogant nobles and deliberately confuse officials but the average person walking down the street? They're cool with you. You can walk into a town in the middle of a desert landscape a day after you've landed in a new world and have made friends with half the locals overnight.
While your power and abilities may overshadow the common man, you have few problems in making friends with them. Stories of your kindnesses and actions will spread. You may not be a hero to the nobles, but the general populace will know you can be trusted.

Craftsman

Crafting Interface-100
Knowing exactly what you need is important. Whenever you set out to create an item/potion/weapon that you know how to make, you will know exactly what ingredients and resources are needed to complete it.

Using What You Have-200
When you set out to create an item, it is easier to draw out the properties of the materials you are using. The skin of a magical serpent will see your weapons inflicting poison, while a hydra's hide will grant regenerative properties to the clothing. Magical or other enhanced materials will grant more potent powers to your creations.

Rapid Production-400
You know how to maximize what you're making. Where most people might take a day to produce a batch of one potion or another, you can do so in a few hours. In numerical terms, any crafting you engage in or oversee will happen at roughly 8x the speed.

Growing Beyond-600
Some of the most effective items and weapons are growth items. These are things that can progress in rank along with their wielder, gaining new strength and new powers as they do so. A relatively straightforward ritual and the right supplies can take an item from iron to bronze to silver and beyond. Now every item you produce, from swords to armor to jewelry will be a growth item if you want it to be. They will grow stronger and gain new abilities as they rank up. Go for gold….or even diamond.

Noble

The Geller Name-100
Everyone knows you. Or at least everyone worth knowing knows who you are. You are the descendant of a proud lineage-whether actually a member of the Geller family or another. Expect to have some of the reputation of your family attached to you, for good or bad.

Gathering A Team-200
One of the best things about being well known is that it makes it easier to find others to help you. Either sycophantic hangers-on or true friends, you have little issue in finding just the right sort of help for the problem at hand.

A Leader Born-400
You were trained from the cradle to lead and it shows. When you are in command-even simply being the first among equals-your followers and friends grow in strength. When you ask someone to do something they are just a bit more capable. When you lead others into battle, you shine together. Your plans are more likely to hold true and your people are that much more likely to make it through disaster.

Sixteen Generations-600
Your ancestors have held the line, and you will the same. They were not craftsmen on the side, not smiths, not artists. They were adventurers, and ever since the first of your ancestors took up their own first essence, they have been building towards something: You.
Your strength and powers will grow more quickly when you stand between others and harm. If you have **A Leader Born** your people will experience the same. You are what stands between the innocent and the monsters.

Priest

Know the Way-100
You instinctively know the rules of your church, as well as any other group that you belong to. This will warn you if you are about to do something that will draw your patron's negative attention.

Faith's Reward-200
Your dedication and faith lets more closely follow the precepts thereof. Any abilities granted to you by your god (or any other patron) benefit from you being more closely tied to it. They are slightly more potent, and have a slightly lessened cooldown.

Preacher-400
You have a way with words that draws people in. Arguments fuelled by emotion and faith are more likely to see you winning. Your words bolster the faith of your fellow believers, as well as your other allies. Morale is boosted, and your fellows see a slight boost to their abilities similar to **Faith's Reward**.

A Direct Line-600
You tend to have the direct attention of your god. This lends itself to direct advice and/or orders, which can be quite useful coming from a being so far beyond a mortal perspective. You will also receive more regular support from fellow clergy. Bursts of insight will come occasionally when you are involved in matters directly related to your god's portfolio.
In future jumps you will receive similar bursts of insight in situations directly related to the portfolio of the god you chose to follow here.

Items

You get a stipend of 500cp to spend on items only.

Crystal Wash-100
This is an alchemical formula that cleans everything. Pour a bit over your head and you're spotless. Makes for a decent mouthwash too.
This is a small bottle with 5 uses of crystal wash, and will refill daily.

Monster Manual-100/200
Not the D&D one. This tablet of blue marble, acts like a tablet computer and is a Magic Society produced compilation of all information known about every monster type that is known to either the Magic Society or Adventure Society. Useful for identifying monsters in most areas and knowing what to expect when fighting or hunting them.
100 extra cp will have this update to similar levels of knowledge in future worlds.

Essence Ability Codex-100
Similar to the above, this is a tablet of blue marble. Instead of having an index of monsters, this lists every known combination of essences and all information about the likely results of various awakening stones being used with particular essences.

Quintessence-100/200
This is a pouch containing quintessence of any chosen type of up to silver rank. It holds 100 quintessence gems at a time and refills weekly. You can also change the type of quintessence weekly. For double the price it holds 500 quintessence, of up to diamond rank.

Supply of Spirit Coins-100/200/400
Spirit coins are basically solidified magic. They go from lesser unranked coins up to diamond. This is a pouch carrying a refilling supply of such coins. 100 cp will get you a pouch of 50 lesser coins and 50 iron. 200 will get a second pouch of 20 bronze and 10 silver, and 300 cp will get you a pouch of 10 gold and 5 diamond.
Nobles get the first rank of this for free, and a discount on the rest.

Supply of Monster Cores-100/200/300
While adventurers advance their abilities through the constant use and pushing of their powers, not all who take essences do the same. Some progress by way of absorbing monster cores, though this does limit their potential for growth (While advancing to gold with cores is possible for some, no one known has reached diamond that way).
Crafters and ritualists can also make use of cores in a number of ways.
This is a pouch or set of pouches of monster cores of various ranks. Each holds 10 cores and refills weekly. At 100 you receive a pouch of iron and bronze cores, 200 gives you pouches of silver and gold as well, while a purchase of 300 nets you a pouch of diamond-rank cores, but also doubles the number of cores per pouch to 20, still refilling weekly.
Craftsmen get the first rank of this for free, and a discount on the rest.

Skill Book Supply-200
This is a single skill book on a chosen topic. From astral magic to martial arts skill books provide the practical information but it takes time and practice for that knowledge to integrate into your mind. All

four books will be on the subject of your choice, and used books will be replaced monthly. Some topics have ranked knowledge, so you will have to be at the appropriate rank to make use of say a bronze-ranked astral magic skill book.

Growth Item-400
This is a weapon that will be perfectly suited to you and the essence powers you gain. It will be capable of being ranked up all the way to diamond if you yourself go that far.

Cloud Flask-400
This is a small bottle containing a mix of energies and clouds. Once it is bonded to an owner, it is possible to release those energies to form vehicles and buildings. This is a growth item, so new and grander forms become available as you rank up and rank the flask up as well.
Furniture made of clouds by the way? Amazing. As a side note though, growing any sort of magical plant in your cloud house is notoriously difficult.

Astral Dungeon Arena-600
For a world of magic, the locals have found ways of using that strongly resemble advanced technology. One way is the mirage arena: a place that lets people project avatars to be able to fight each other or projections of monsters without risk to themselves and still allowing the practice of their abilities.
This is something similar. Appearing as a doorway on command, or as a warehouse attachment, this arena is teeming with monsters of your chosen rank. There is a small control room that lets you decide what rank of monsters appear, along with the general terrain and conditions.
Unlike a mirage arena, the monsters here are real, though they will not attempt to escape the arena. Also, should you perish to the monsters--or to a training partner--you will simply reappear in the control room unharmed.
For all intents and purposes this is your own private monster surge, allowing for constant combat and ability use to speed your development.

Essence and Awakening Stone Set-600
This is the jackpot! Here is a complete set of every known type of essence and awakening stone. Used essences will reappear in a month and awakening stones will be replaced weekly.
Letting people know you have this is risky.
Should you gain essences or awakening stones in future worlds, this will gain copies of each.

Companions and Followers

Canon Companion-Variable
This is an opportunity to convince any canon character to join you in your travels. The cost for that will be 50cp per rank above normal. (50 for iron, 100 for bronze, 150 for silver, 200 for gold)
If you want to try and recruit someone at diamond or above that's gonna cost you a solid 400.

Familiar-1st 100, others 50 each
You are guaranteed to gain at least one ability that summons or bonds a familiar. Your first familiar will cost you 100 cp and more beyond that will cost you just 50 each.

Drawbacks

There is no limit to the number of drawbacks you can take, if you think you can handle it.

Slow on the Uptake +100
Just about all of the characters in this story are some level of quick-witted smartarse. Now you will always be just a little slow in your responses to such individuals. You may be just as intelligent but your banter won't show that.

Foot In Mouth +100
You can't keep your mouth closed, and have a habit of annoying those around you. This is not a major problem, but you will have trouble making friends, and more than trouble trying to start a romantic relationship.

Who Said That? +100
With so many being clever wordsmiths, it's not always possible to know who is talking. With this drawback you will have to be looking at someone to be able to be certain that they are speaking.

Less than Impressive +100
Some individuals gain some rather visually impressive powers from essences. It is commonly said that there are no weak powers, just weak users. This is a bit less true in your case. Your essence abilities will perform just a little bit less than they otherwise would. Don't expect to be beating any monsters or other essence users of higher rank...and you'd probably be lucky to match others of the same rank, to be honest.

Targeted +100/200/400
Somehow you've managed to draw the wrath of someone in the area. For 100 cp this is someone like a crime lord or local official. For 200 this would be the members of a priesthood like the followers of Purity. For 400 this is something on the order of the Builder cult.

Bad Aura Control +200
You have the bad luck of gaining no aura power from awakening stones, or you simply have terrible control of your aura. This is considered a mark of a poor adventurer, and will see you looked down on in some circles.

The Guy With The Evil Powers +200
Some people can't catch a break. You are definitely one of them. For this, you will be viewed as either a bit crazy or more than a bit dangerous. Like Jason Asano once he started gaining powers related to affliction and doom, your powers make you seem like a much more chuuni person than you really are. Embrace the emo edgelord within.

Essence Blind +400
The age at which a given individual can absorb essences varies. For you, it seems as if that age will not come while you are here. For this drawback you will be unable to absorb essences during your time here. You can still collect them for the future, but you're out of luck when it comes to gaining new powers.

Restricted +400
You have either taken an individually restricted essence, like Death or Corrupt, or have gained a restricted confluence essence, like Undeath. Should this be discovered by just about anyone you can expect to be hunted. Also, most restricted essences or abilities tend to have adverse influence on your psyche, so be prepared to possibly go a bit mad.

Magic is Real? +600
You had to expect there would be a drawback like this. For the duration of this jump you are set back to your Body-Mod standard and have no access to any powers from outside this jump.

End Choices

Stick Around
You've decided you like it here? You can settle down, with all drawbacks revoked.

Go Home
Tired of all this multiversal madness? Take a trip back to where you came from.

Move On
Not done with this ride? Keep going.

Notes:

On Pallismustus the gods are named after their area of influence. Known gods include: Dominion, Healer, Hero, Justice, Knowledge, Liberty, Purity, Death, Undeath, Fertility and Lust. Not all gods are openly worshipped, like Undeath.

Quintessence and monster cores are both useful in the production of magical items of various sorts, as well as in ritual magic.

When a person takes an essence, it bonds to one of their four attributes (Speed, Power, Recovery, and Spirit). After taking in three, a confluence essence appears and can be claimed based on the combination of the three taken. Following is an extensive list of known essence confluence combinations.

Adept	Venom	Water	Alchemy
Iron	Thread	Trap	Ambush
Rune	Spider	Trap	Ambush
Earth	Spike	Trap	Ambush
Fire	Spider	Trap	Ambush
Fungus	Growth	Zeal	Animate
Dance	Dust	Echo	Animate

Bone	Death	Magic	Animate
Cloth	Dance	Magic	Animate
Corrupt	Dimension	Magic	Avatar
Dimension	Might	Renewal	Avatar
Corrupt	Dimension	Potent	Avatar
Elemental	Harmonic	Potent	Avatar
Elemental	Might	Resolute	Avatar
Corrupt	Dimension	Might	Avatar
Magic	Might	Potent	Avatar
Blood	Bone	Flesh	Avatar
Iron	Spike	Vast	Battlefield
Balance	Earth	Shield	Boundary
Dance	Feast	Knife	Bounty
Dimension	Myriad	Sin	Cataclysm
Fire	Potent	Water	Cataclysm
Death	Myriad	Void	Cataclysm
Balance	Magic	Potent	Chaotic
Adept	Magic	Trap	Charlatan
Snake	Spider	Venom	Chimera
Earth	Pangolin	Shark	Chimera
Lizard	Spider	Wolf	Chimera
Renewal	Sun	Water	Dawn
Dark	Light	Sun	Dawn
Fire	Omen	Sun	Dawn
Hunger	Locust	Plant	Desolate
Blood	Hunger	Locust	Desolate
Cold	Hammer	Sickle	Desolate
Sand	Sun	Wind	Desolate
Earth	Ice	Wind	Desolate
Death	Hunger	Plant	Desolate
Bow	Corrupt	Song	Discordant
Blood	Dark	Sin	Doom
Blood	Dark	Omen	Doom
Blood	Corrupt	Potent	Doom
Death	Potent	Void	Doom
Blood	Corrupt	Flesh	Doom
Death	Potent	Vast	Doom
Death	Dimension	Zeal	Doom
Moon	Omen	Sun	Doom
Growth	Hunger	Void	Doom
Balance	Omen	Sin	Doom

Corrupt	Feast	Growth	Doom
Hunger	Magic	Mirror	Doppelganger
Flesh	Magic	Mirror	Doppelganger
Magic	Might	Wing	Dragon
Magic	Potent	Wing	Dragon
Balance	Dark	Light	Eclipse
Balance	Moon	Sun	Eclipse
Balance	Death	Life	Eclipse
Dimension	Moon	Sun	Eclipse
Rune	Star	Tree	Effigy
Dance	Glass	Visage	Effigy
Blood	Dark	Shimmer	Effigy
Magic	Might	Swift	Empower
Blood	Growth	Hunger	Empower
Might	Renewal	Sin	Empower
Elemental	Lightning	Sword	Empower
Elemental	Hunger	Potent	Empower
Balance	Hunger	Magic	Empower
Lightning	Swift	Sword	Empower
Balance	Blood	Rune	Empower
Cat	Magic	Sun	Empower
Crystal	Magic	Sword	Empower
Flesh	Growth	Potent	Empower
Blood	Hunger	Might	Empower
Cat	Fungus	Renewal	Fertile
Bird	Fire	Wind	Firebird
Adept	Magic	Might	Force
Balance	Might	Potent	Force
Bird	Fire	Iron	Forge
Fire	Hammer	Iron	Forge
Earth	Iron	Shield	Fortress
Bird	Might	Swift	Garuda
Might	Swift	Wing	Garuda
Dimension	Myriad	Rune	Gate
Dimension	Magic	Void	Gate
Fire	Mirror	Venom	Glimeron
Bird	Cat	Might	Griffin
Magic	Shield	Void	Guardian
Shield	Trap	Void	Guardian
Claw	Malign	Song	Harpy
Bird	Discord	Song	Harpy

Discord	Song	Wing	Harpy
Axe	Hunt	Plant	Harvest
Earth	Plant	Sickle	Harvest
Myriad	Renewal	Snake	Hydra
Life	Magic	Renewal	Immortal
Growth	Might	Renewal	Immortal
Blood	Potent	Renewal	Immortal
Might	Swift	Vehicle	Juggernaut
Iron	Might	Swift	Juggernaut
Balance	Magic	Rune	Karmic
Omen	Rune	Star	Karmic
Might	Octopus	Vast	Kraken
Deep	Might	Octopus	Kraken
Deep	Might	Vast	Leviathan
Harmonic	Plant	Water	Lotus
Plant	Sword	Water	Lotus
Armour	Magic	Technology	Magitech
Lightning	Magic	Technology	Magitech
Cat	Spike	Venom	Manticore
Foot	Knife	Swift	Master
Adept	Gathering	Gun	Master
Adept	Bow	Swift	Master
Adept	Myriad	Sword	Master
Adept	Dance	Sword	Master
Adept	Needle	Thread	Master
Adept	Foot	Hand	Master
Adept	Dance	Whip	Master
Adept	Gun	Swift	Master
Adept	Gun	Hand	Master
Adept	Magic	Sword	Master
Cloth	Needle	Thread	Master
Adept	Swift	Sword	Master
Adept	Cloth	Needle	Master
Dance	Sword	Thread	Master
Adept	Thread	Whip	Master
Life	Pure	Renewal	Ministration
Cattle	Might	Trap	Minotaur
Cattle	Hunt	Might	Minotaur
Earth	Growth	Might	Monolith
Magic	Might	Staff	Mystic
Magic	Omen	Vast	Mystic

Magic	Sword	Wind	Mystic
Balance	Swift	Wind	Mystic
Balance	Dimension	Harmonic	Mystic
Iron	Might	Serene	Mystic
Dark	Knowledge	Pure	Mystic
Dark	Song	Vast	Mystic
Adept	Water	Wind	Mystic
Balance	Swift	Sword	Mystic
Harmonic	Knowledge	Pure	Mystic
Balance	Hand	Iron	Mystic
Blood	Renewal	Sword	Mystic
Cloud	Vast	Void	Nebula
Balance	Mirror	Void	Nemesis
Earth	Sand	Water	Oasis
Bow	Gathering	Myriad	Onslaught
Might	Swift	Wind	Onslaught
Growth	Renewal	Zeal	Onslaught
Gun	Might	Vehicle	Onslaught
Gun	Vehicle	Wind	Onslaught
Might	Potent	Vast	Onslaught
Growth	Might	Zeal	Onslaught
Adept	Might	Potent	Onslaught
Might	Potent	Swift	Onslaught
Hand	Might	Swift	Onslaught
Adept	Might	Swift	Onslaught
Fire	Gun	Vehicle	Onslaught
Gun	Might	Potent	Onslaught
Myriad	Vast	Visage	Phantasmagoria
Fire	Renewal	Wing	Phoenix
Bow	Dark	Hunt	Predatory
Bow	Hunt	Trap	Predatory
Spear	Spider	Wing	Predatory
Bow	Spider	Trap	Predatory
Chain	Iron	Myriad	Prison
Shield	Trap	Vast	Prison
Cage	Rune	Trap	Prison
Cage	Lightning	Myriad	Prison
Feast	Foot	Rabbit	Prosperity
Balance	Renewal	Rune	Prosperity
Magic	Rune	Vast	Prosperity

Growth	Omen	Sun	Prosperity
Growth	Renewal	Shield	Prosperity
Adept	Balance	Renewal	Prosperity
Balance	Echo	Ice	Refracting
Crystal	Harmonic	Serene	Resonating
Echo	Swift	Wind	Resonating
Blood	Dimension	Goat	Sacrifice
Hunger	Knife	Sun	Sacrifice
Knowledge	Paper	Serene	Scribe
Hand	Paper	Rune	Scribe
Fire	Iron	Snake	Serpent
Fire	Snake	Wind	Serpent
Fire	Snake	Water	Serpent
Paper	Sword	Visage	Simulacrum
Adept	Bow	Hunt	Skirmish
Moon	Star	Sun	Sky
Star	Sun	Vast	Sky
Cloud	Swift	Wind	Sky
Swift	Vehicle	Wind	Soaring
Bird	Swift	Wind	Soaring
Flesh	Magic	Thread	Sovereign
Dark	Sin	Water	Sovereign
Adept	Potent	Sceptre	Sovereign
Adept	Balance	Potent	Sovereign
Dark	Star	Sun	Stellar
Lightning	Potent	Wind	Storm
Deep	Vast	Wind	Storm
Fire	Potent	Wind	Storm
Cloud	Crystal	Wind	Storm
Fire	Gun	Lightning	Storm
Earth	Fire	Wind	Storm
Flesh	Sin	Visage	Succubus
Hunger	Magic	Sin	Succubus
Bat	Rabbit	Rat	Swarm
Dark	Fire	Rat	Swarm
Fire	Venom	Wasp	Swarm
Potent	Venom	Wasp	Swarm
Duck	Flea	Foot	Swarm
Blood	Myriad	Wing	Swarm
Magic	Paper	Rune	Talisman
Dimension	Vast	Void	Time

Balance	Dimension	Swift	Time
Balance	Moon	Water	Tranquil
Corrupt	Death	Serene	Tranquil
Serene	Tree	Vast	Tranquil
Deer	Earth	Hammer	Transfiguration
Bear	Growth	Hand	Transfiguration
Adept	Elemental	Magic	Transfiguration
Balance	Earth	Iron	Transfiguration
Flesh	Growth	Water	Transfiguration
Bird	Mouse	Whale	Transfiguration
Hunt	Moon	Wolf	Transfiguration
Blood	Fire	Iron	Transfiguration
Axe	Bear	Moon	Transfiguration
Hunger	Moon	Wolf	Transfiguration
Balance	Fire	Ice	Transfiguration
Death	Dimension	Magic	Transgression
Moon	Omen	Wind	Twilight
Dark	Light	Moon	Twilight
Corrupt	Dance	Flesh	Undeath
Blood	Death	Spider	Undeath
Bone	Corrupt	Dance	Undeath
Blood	Death	Duck	Undeath
Death	Flesh	Hunger	Undeath
Blood	Death	Wolf	Undeath
Blood	Death	Snake	Undeath
Blood	Death	Hunger	Undeath
Bone	Corrupt	Flesh	Undeath
Bat	Blood	Death	Undeath
Blood	Death	Visage	Undeath
Blood	Corrupt	Dark	Undeath
Blood	Bone	Corrupt	Undeath
Blood	Dark	Death	Undeath
Blood	Death	Sin	Undeath
Blood	Death	Moon	Undeath
Blood	Death	Hunt	Undeath
Earth	Plant	Vast	Verdant
Duck	Iron	Vast	Vessel
Balance	Blood	Hunger	Vessel
Balance	Life	Needle	Vessel
Technology	Vehicle	Wind	Vessel
Iron	Sin	Wind	Vessel

Death	Vehicle	Water	Vessel
Rat	Swift	Water	Vessel
Dimension	Vast	Vehicle	Vessel
Balance	Blood	Crystal	Vessel
Duck	Iron	Visage	Vessel
Crystal	Magic	Potent	Vessel
Dark	Omen	Serene	Vision
Eye	Magic	Mirror	Vision
Earth	Fire	Potent	Volcano
Earth	Fire	Vast	Volcano
Shark	Water	Wind	Vortex
Deep	Vast	Void	Vortex
Feast	Magic	Void	Vortex
Dark	Void	Wind	Vortex
Flesh	Hunger	Might	Wendigo
Balance	Blood	Might	Wrath
Might	Potent	Zeal	Wrath
Fire	Light	Potent	Wrath
Adept	Fire	Zeal	Wrath
Fire	Light	Zeal	Wrath
Dimension	Light	Potent	Wrath
Balance	Might	Zeal	Wrath
Balance	Potent	Zeal	Wrath