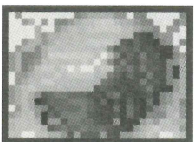


Invisibility

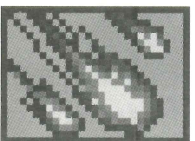
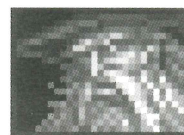
This is the ability to cloud the perceptions of others so that they do not recognize the physical existence of the caster. This was originally employed as a tool to make the confessing of secrets that weighed heavily upon the souls of worshippers easier to speak. The clerics of Northshire Abbey have found it very useful in assisting the armies of King Llane in ridding Azeroth of the Orcs.



Far Seeing

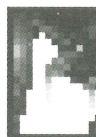
As dispensers of peace and understanding to the people, the need to keep a clear perspective is a vital one. This ability has developed from that need, and therefore allows the caster to see in an all encompassing fashion, as God does. His vision extends to all corners of the land, and his view is omnipotent. The length of this divination is limited, for when one strives to see the world as God does, the human mind can only partake of a meager portion before it is forever blinded by the clarity of that sight.

Conjurer Spells

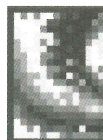


Elemental Blast

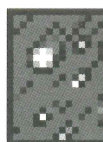
Conjurers maintain a close relationship with the elements about them, and the ability to focus those forces is the basis of this spell. This channeling manifests itself as a sphere of charged energy that issues forth from the hands, enabling the caster to strike an enemy from a great distance. This is one of the basic magiks taught to conjurers and serves as the cornerstone for training the caster in focusing both mind and will to the task of summoning.



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