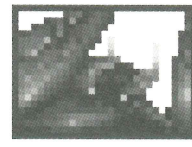


they do
originally
upon the
found it
Orcs.

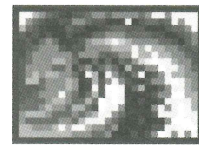
need to
ed from
hion, as
ipotent.
world as
forever

t them,
. This
om the
s one of
ing the



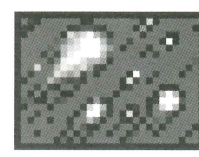
Summon Scorpions

The caster calls upon the creatures of the desert by magically transporting them to do his bidding. They are under the conjurer's direction and will do his bidding to the death. Research has proven that it is simpler for the conjurer to transport several smaller scorpions in a short time than to drain his energies further by summoning a single, large creature.



Summon Elemental

The caster uses the forces of nature to create a water elemental. He summons the forces of air and water and combines them into a simulacrum to defend the lands. They are excellent creatures, and will never turn upon their creators. The element of water was chosen because it is persistent as in the state of erosion, and it is the opposite of fire, which seems to be the element that the Orcs favor.



Rain of Fire

This is a very powerful spell that combines the natures of flame and water. It calls forth the essence of fire and delivers it through massive thunderheads of vapor and brimstone, creating an actual firestorm. This spell is very destructive, and will cause damage to any foci and buildings in its sphere of influence. Use this spell with care, for the rain of fire knows no friends.

