





Magick was yet to be born . . .





A millennium passed, the elemental energies unchanneled, and time waned in a spiral, empty and void. Yet, from that void came Air to fill the spaces within the blackness, and as the Air grew in strength, it drew Fire from the very core of the eclipse itself. Over the Earth and its Waters they flew, weaving energies, bonds and magicks all their own. Then, as one transcending the void, the new Magick was born.

And so it was that this new Magick, like a savior and a destroyer, could summon its energies both fair and foul. So as it could help man, so, too, could it ravage his foes. It was thus that the magicks were scribed . . .





Air is an unpredictable force, able to affect the very inner nature of a being.

-  Poison • Poisons the opponent. The severity of the poisoning depends upon the magick's strength.
-  Refresh • Enhances your agility, moving your body more swiftly than before and making you harder to strike.
-  Windstorm • Summons a whipping windstorm that engulfs your opponent with potentially serious effects to its scamina.
-  Sound Shield • Creates a magical sound barrier around you. Any audible magical spell will be negated.





Fire is a spectacular power, a source of energy, a bringer of light and a ravenous destroyer.

-  Blind • Brilliant flash blinds any sighted opponent, virtually eliminating all chances of a hit.
-  Enhance Attack • Blesses you with aggressive energies, giving you a better chance to hit and damage foes.
-  Firestorm • A flaming cloud of fire capable of escalating damage ranging from singed skin to complete combustion.
-  Resist Fatigue • Allows you to resist the tiring effects of travel and combat, giving you the ability to do more.

Water is a soothing and sustaining substance that nurtures life and transforms the environs around its source.

-  Fog • Engulfs you in a thick fog, reducing your visibility to opponents, making you more difficult to hit.
-  Heal • Soothes your wounds and restores your life essence.
-  Icestorm • A freezing cloud that causes minor general damage and severely limits the creature's agility in combat.
-  Cure Poison • Purifies your essence and eliminates the effects of poison.

Earth is an element known for its stability, and so gives protection to man and sends its forces toward his foes.

-  Paralyze • Paralyzes your opponent in an instant. How long depends upon the mettle of the creature.
-  Enhance Protection • Provides a bonus to your armor, making it stronger and more likely to withstand a hit.
-  Sandstorm • Damages your opponent with melting rocks, but has no effect on earthen creatures.
-  Resist Magic • Provides resistance to elemental magical attacks against you, reducing the damage received.