

Foot of Gork

CN: 14

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Special

The Shaman raises his arms and implores the sky with wild gesticulations. An almighty green foot descends to crush the foe, making a resounding crunching sound as it does so.

Foot of Gork is a *magic missile* with a damage of +14. After resolving the effects of the spell, roll 1d6 and consult the following table:

- 1) Gork slips and stomps one of your allies. If no other ally exists, he stomps the casting shaman. *Roll again on this table.*
- 2-3) Gork gets bored and wanders off. The spell ends without further effect.
- 4-5) Gork stomps another enemy in range, or the same one again. The spell ends without further effect.
- 6) Gork stomps another enemy in range, or the same one again. *Roll again on this table.*

Mork Wants Ya!

CN: 9

Range: Willpower yards

Target: 1

Duration: 1 round

The almighty Mork reaches down from the sky with a great green hand and seizes an unlucky foe, crushing them to paste between giant green fingers. Mork Wants Ya! is a *magic missile* with a damage of +7. Target must pass a **Hard (-20) Endurance** Test or gain receives +SL *Grappled* Conditions for duration.

Brain Bursta

CN: 3

Range: Willpower yards

Target: 1

Duration: Instant

Projecting violence in a mental wave, the Shaman glowers at his target and lets loose a bolt of brain-melting force. This is a *magic missile* with a damage of +2. Target must pass a **Challenging (0) Endurance** Test or gain receives the *Fatigued* Condition. For every +2 SL you may add an additional *Fatigued* Condition.

Gork'll Fix It

CN: 4

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus rounds

The Shaman points a bony finger at a nearby enemy, and curses them in the name of Gork. If a target fails a **Challenging (0) Cool** Test they must re-roll any physical or combat related skill rolls for duration.

Squig Lure

CN: 4

Range: Willpower yards

Target: Willpower Bonus squigs

Duration: 1 round

The shaman conjures a glowing ball of magical energy resembling the Bad Moon that squigs cannot help but chase. Squigs (of any type) within range charge in the desired direction and gain the *Frenzy* Condition.

