

### Gaath

| Level | Spell                  | Area of Effect  | Duration  | Range |
|-------|------------------------|-----------------|-----------|-------|
| 1)    | Familiar               | 1 Arctic Hawk   | P         | Self  |
| 2)    | Dragon's Stamina       | Caster          | 1 min/lvl | Self  |
| 3)    | Dragon's Fortitude I   | Caster          | 1 rnd/lvl | Self  |
| 4)    |                        |                 |           |       |
| 5)    | Cold Immunity I        | Caster          | 1 min/lvl | Self  |
| 6)    | Dragon Glide           | Caster          | 1 rnd/lvl | Self  |
| 7)    | Dragons Senses         | Caster          | 1 rnd/lvl | Self  |
| 8)    | Dragon's Aura I        | Caster          | 1 rnd/lvl | Self  |
| 9)    | Dragon's Strength      | Caster          | 1 rnd/lvl | Self  |
| 10)   |                        |                 |           |       |
| 11)   | Dragon's Fortitude II  | Caster          | 1 rnd/lvl | Self  |
| 12)   | Dragon Speed           | Caster          | 1 rnd/lvl | Self  |
| 13)   | Dragon's Aura II       | Caster          | 1 rnd/lvl | Self  |
| 14)   |                        |                 |           |       |
| 15)   | Breath of Gaath        | Cone 10'w @ 50' | -         | Self  |
| 16)   |                        |                 |           |       |
| 17)   | Dragon's Blood         | Caster          | 1 rnd/lvl | Self  |
| 18)   | Dragon's Aura III      | Caster          | 1 rnd/lvl | Self  |
| 19)   | Dragon's Fortitude III | Caster          | 1 rnd/lvl | Self  |
| 20)   | Wyvern                 | Caster          | 1 min/lvl | Self  |

1. Familiar - Caster can summon and bond a Arctic Hawk to act as a *Familiar*.
2. Dragon Stamina - Caster is immune to fatigue for duration of spell.
3. Dragon's Fortitude I - Caster receives +10 poison and magical attacks.
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5. Cold Immunity I - Caster is immune to natural cold.
6. Dragon Glide - Caster can safely fall at 50'/rnd and glide up to 10'/1' descent.
7. Dragons Sense's - Caster's vision, smell and hearing are doubled. +25 to perception.
8. Dragon's Aura I - Caster is surrounded by a vague silhouette of a dragon and generates an aura of Fear. All within 25' must make an RR.
9. Dragon's Strength - Casters strength is increased. 2x Damage.
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11. Dragon's Fortitude II - Caster receives +20 poison and magical attacks.
12. Dragon Speed - Caster is hasted, x2 for duration.
13. Dragon's Aura II - Caster generates an aura of Fear. All within 50' must make an RR at -10.
- 14
15. Breath of Gaath - A powerful spray of acidic gas is projected from the Casters mouth. Attacks as Fireball using Acid criticals.
- 16
17. Dragon's Blood - Caster blood becomes acidic. Any bleeding effects inflicted on caster will splash on opponent and cause an Acid critical of equal severity. (1 = A, 2 = B etc)
18. Dragon's Aura III - Caster generates an aura of Fear. All within 75' must make an RR at -20.
19. Dragon's Fortitude III - Caster receives +30 poison and magical attacks.
20. Wyvern - Caster can change to a land, winged or water Wyvern.