

### Yarthraak

Level	Spell	Area of Effect	Duration	Range
1)	Familiar	1 Black Seagull	P	Self
2)	Swimming II	Caster	1 min/lvl	Self
3)	Sense Sea Creatures	500'r	1 rnd/lvl	500'
4)	Hold Small	1 Target	1 rnd/lvl	100'
5)	Water Walking	Caster	1 rnd/lvl	Self
6)	Aquatic Arm	Caster	1 rnd/lvl	Self
7)	Swimming III	Caster	1 min/lvl	Self
8)	Underwater Action	Caster	1 rnd/lvl	Self
9)	Water Running	Caster	1 rnd/lvl	Self
10)	Aquatic Senses	Caster	1 rnd/lvl	Self
11)	Hold Medium	1 Target	1 rnd/lvl	100'
12)	Swimming IV	Caster	1 min/lvl	Self
13)	Command Sea Creature	100'	1 rnd/lvl	100'
14)				
15)	Breath of Yarthraak	Cone 10'w @ 50'	-	Self
16)				
17)	Swimming IV	Caster	1 min/lvl	Self
18)	Hold Large	1 Target	1 rnd/lvl	100'
19)	Drown	1 Target	--	50'
20)	Killer of the Deep	Caster	1 min/lvl	Self

1. Familiar - Caster can summon and bond a Black Seagull to act as a *Familiar*.
2. Swimming II - Caster can swim x2 normal rate easily for duration of spell.
3. Sense Sea Creatures - Caster is aware of all sea creatures in AoE.
4. Hold Small - Caster can hold a small creature or vessel using the surrounding water.
5. Water Walking - Caster can walk on relatively calm water as if on land.
6. Aquatic Arm - Caster can utilize a thrown weapon underwater as if on land.
7. Swimming III - Caster can swim x3 normal rate easily for duration of spell.
8. Underwater Action - Caster can move underwater as if on land. No MM penalties to combat.
9. Water Running - Caster can run on relatively calm water as if on land.
10. Aquatic Senses - Caster can sense activity underwater using micro-electrical detection and sonar.
11. Hold Medium - Caster can hold a Medium creature or vessel using the surrounding water.
12. Swimming IV - Caster can swim x4 normal rate easily for duration of spell.
13. Command Sea Creatures - Caster can control up to 1 Large size sea creature.
- 14.
15. Breath of Yarthraak - A powerful spray of water is projected from the Casters mouth. Attacks as a Med. Bash.
- 16.
17. Swimming V - Caster can swim x5 normal rate easily for duration of spell.
18. Hold Large - Caster can hold a Medium creature or vessel using the surrounding water.
19. Drown - Target must make an RR or their lungs will fill with water and they will drown.
20. Killer of the Deep - Caster changes to a Killer Whale (or similar creature like a Spineshark)