

- Nat** Treeport Lv3(CT- 6S, SS- 2, "Treeport 30S", Arms out to side in a letter T, Can take 1 Target with you in Treeport by touch)
- Spell** Blind Lv3(CT-3S, SS -1, Rice, Throw, "Blind 20S", Target Player must close their eyes)
- Spell** Cloud of Smoke Lv3(CT-6S, SS -2, Baby Powder vial, Throw, "Cloud of Smoke 9S", Hidden for 9S and must flee,)
- Spell** Concealment Lv3(CT-3S, SS -1, "Concealment 30M", May hide Loot in a non-Lootable area)
- Nat** Faeries Dance Lv3(CT- 3S, SS- 1, Eye contact and within 10' of Target, Throw rice, "Faeries Dance 2M", Target full body dances against their will)
- Nat** Joy Lv1(CT- 3S, SS- 1, Eye contact with Target in 10', "Joy 30S", Target is happier than ever for duration and may only defend themselves)
- Spell** Mend Self Lv2(CT- 6S, SS- 2, "Mend Self 2", receive +2 Body OR +2 both Arms OR +2 both Legs)
- Spell** Persuade Lv3(CT-3S, SS -1, Throw rice and hit multiple NPC Targets, Character needs only one wide finger wave that must break eye contact with every Target affected, "Persuade 5M", Target will not remember nothing, Anti-suicide & Anti-clan clause, not allowed on PC's)
- Spell** Shadow Meld Lv3(CT- 3S, SS- 1, 10S in shadows motionless & undetected, 'Hidden 9M', Can move in shadows while Hidden but Spell is cancelled if you ever see part or whole of your own shadow, Can bring Target Player into the shadows with you by touch,)