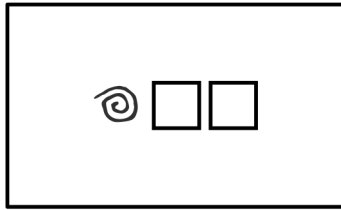


Haste



Advanced Magical Mobility

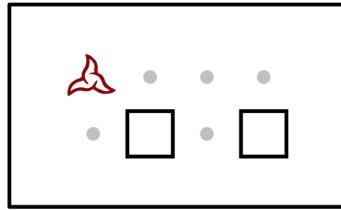
Target moves 2 spaces



Target: You or an ally within range

16 1

Migrate



Advanced Magical Mobility

Two different targets move 1 space each.

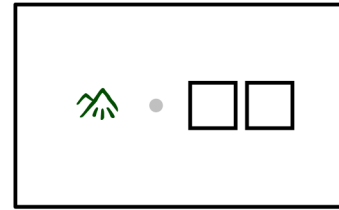
If solo: Move 2 spaces.



Target: You or an ally within range

16 2

Push~pull



Advanced Magical Mobility

You anchor yourself and push/pull the target up to 2 spaces.

OR

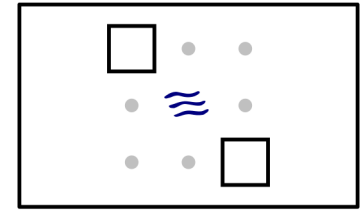
Anchor the target and pull yourself to their location.



Target: A foe or ally within range

16 3

Blink



Advanced Magical Mobility

Target teleports (bypassing any walls or barriers) instantly to either:

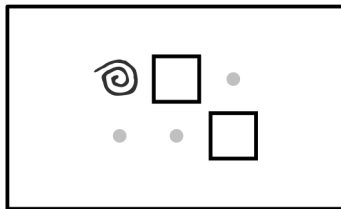
- an ally's position, or
- a room exactly 3 spaces away.



Target: You or an ally within range

16 4

Redirect



Protective Barriers II

A large cudgel appears over the target which will deflect a single incoming attack, redirecting it to attack a foe in the target's location.

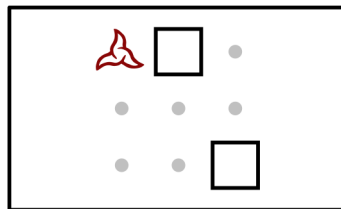
Dispers at end of turn.



Target: You or an ally within range

16 5

Glowing Sphere



Protective Barriers II

A protective sphere surrounds you and anyone else in your location you choose to include, blocking incoming and outgoing attacks.

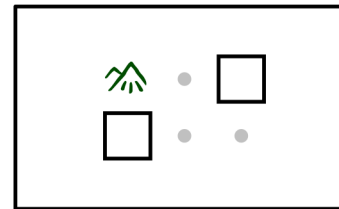
Dispers at end of turn or if attacked twice.



Target: Your location

16 6

Stonewall



Protective Barriers II

A stone barrier rises from the earth in the passageway between your room and a neighboring one, blocking all movement and attacks.

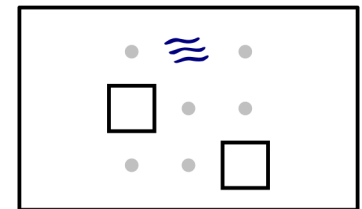
The barrier remains until it is attacked.



Target: Between your room and adjacent

16 7

Faux Mana



Protective Barriers II

Target gains false mana that can be sacrificed instead of actual mana when attacked.

This false mana cannot be used to cast spells.



Target: You or an ally within range

16 8