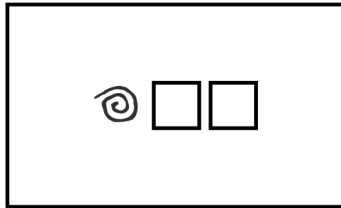


## Haste



Advanced Magical Mobility

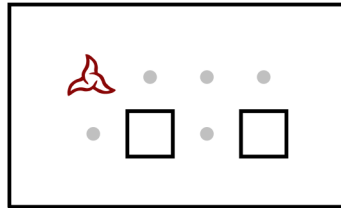
Target moves 2 spaces



Target: You or an ally within range

15 1

## Migrate



Advanced Magical Mobility

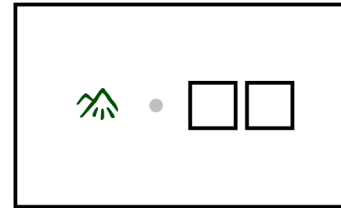
Two different targets move 1 space each.



Target: You or an ally within range

15 2

## Sproing



Advanced Magical Mobility

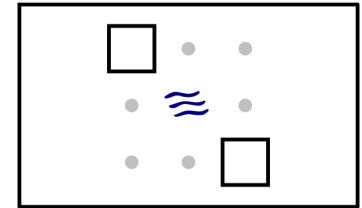
Targetted ally is magically grabbed and tossed to the corresponding space on the opposite side of your location.



Target: An ally within range

15 3

## Teleport



Advanced Magical Mobility

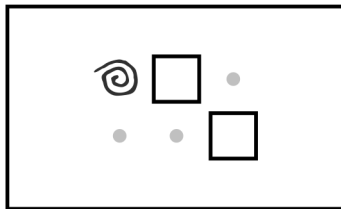
Target jumps instantly to an ally's position, bypassing any walls or barriers.



Target: You or an ally within range

15 4

## Redirect



Protective Barriers II

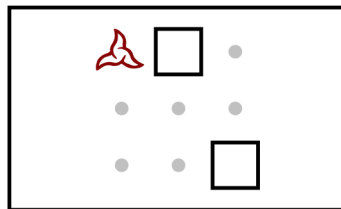
A large cudgel appears over you which will deflect an incoming attack, splitting it into 2 separate attacks against foes in your location.



Target: You

15 5

## Glowing Sphere



Protective Barriers II

A protective sphere surrounds you and anyone else in your location you choose to include.

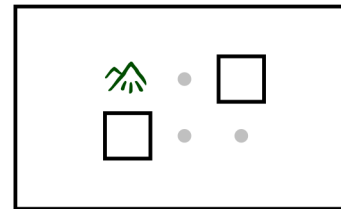
Foes must attack it twice to dispel it.



Target: Your location

15 6

## Wall



Protective Barriers II

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

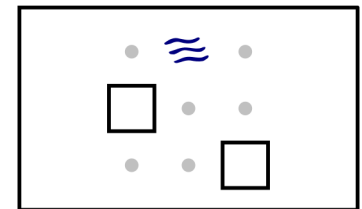
The barrier can withstand 2 hits before dissipating.



Target: Between your room and adjacent

15 7

## Mana Shield



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

15 8