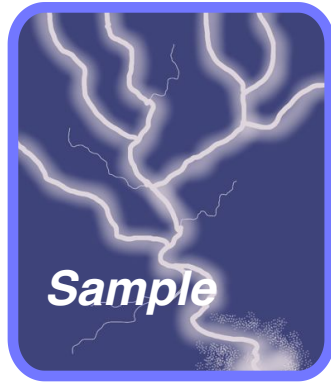


Lightning Bolt

6



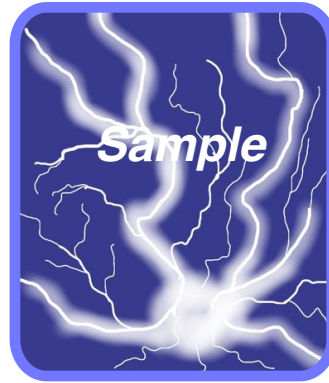
Wizard Act/F

Must have Seeker Lifeline to use. Causes 2d6+10 Magic Damage to a single target. May Fortify. Range 300 feet. "Listen up. With a Split you can drop two of these on an enemy." Tyshyn
Wizard 208 Art © Susan Van Camp Set 803

Lightning Bolt

Lightning Storm

10



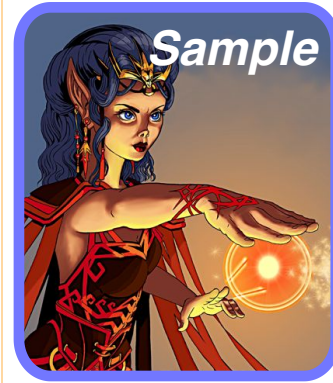
Wizard Act/F (RST)

Must have Elder Lifeline to use. Causes 2d6+25 Magic Damage to a single target. May Fortify. Range 300 feet. "Hard to recover, but it makes a point!" Synara
Wizard 209 Art © Susan Van Camp Set 803

Lightning Storm

Fortify Strikes

2



Wizard Enhance/F (L1 per spell)

Combine with a Wizard/Necromancy Spell contest (offense or defense) or damage roll. Add WIS to this roll. WIS may be added only once to a single roll of any sort.
Wizard 210 Art © Susan Van Camp Set 803

Fortify Strikes

Reveal Mystic Writing

1



Wizard Ind/V* 8 hours (IUK)

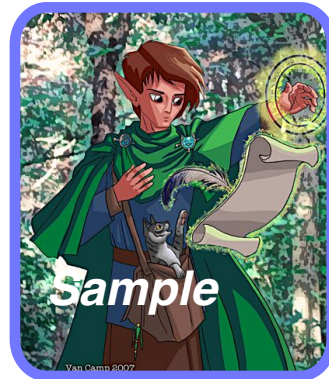
Must have Seasoned Lifeline to use. 2d6+5 vs. 2d6+GM MOD Adapts the targets eyes to be able to see invisible Mystic writing. Language is determined by writer. May Fortify.

Wizard 211 Art © Susan Van Camp Set 803

Reveal Mystic Writing

Create Mystic Writing

1



Wizard Ind/V* 8 hours (IUK)

Must have Esteemed Lifeline to use. 2d6+4 vs. 2d6+GM MOD. Write in language of your choice. May only be read by those with Reveal Mystic Writing. May Fortify.

Wizard 212 Art © Susan Van Camp Set 803

Create Mystic Writing

Sense Magic Items

1



Wizard Act/F

2d6+1 vs 2d6+GM MOD. Success allows the wizard to know about how many and what power a targets magic items are. May Fortify. Range: 50 feet.

Wizard 213 Art © Susan Van Camp Set 803

Sense Magic Items

Dispel Spell Two

2



Wizard Act/F

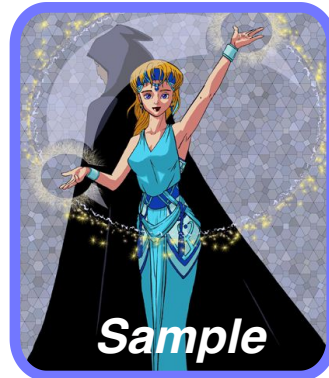
Must have Elder Lifeline to use. 2d6+2 vs. 2D6+CP of target spell. Success dispels the target spell. May not be used against other Dispel type magics. Range: 100 feet. May Fortify.

Wizard 214 Art © Susan Van Camp Set 803

Dispel Spell Two

Sense Lands Taint

1



Wizard Ind/C (IUK)

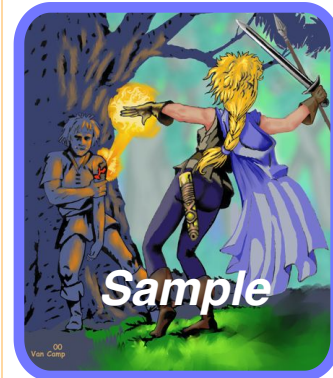
2d6+3 vs 2d6+GM MOD. Success reveals if the land is Pristine, Warped, Normal or Wasted. Plus the Wizard learns the approximate damage. Range: 300 feet. May Fortify.

Wizard 215 Art © Susan Van Camp Set 803

Sense Lands Taint

Wizard Healing

4



Wizard Ind/F

Heals target of 2d6+2 normal damage. Does not heal Poison or Disease damage. May be Fortified. Range: 150 feet.

Wizard 216 Art © Susan Van Camp Set 803

Wizard Healing