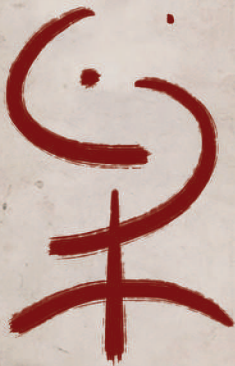


protection



## MAGIC LOCK

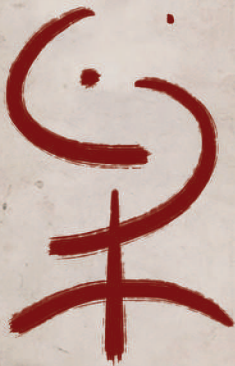
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**Target** One object within short range that can be opened or closed such as a door, chest, or window

**Duration** 1 minute

The target closes and locks. For the duration, it cannot be opened by nonmagical means by a creature other than you, although it can be destroyed.

protection



## SECURE SITE

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**Area** A sphere with a 10-yard radius centered on a point you can reach

**Duration** 6 hours

An invisible field springs into existence along the circumference of the area. For the duration, you know whenever a Size 1/2 or larger creature moves into the area from outside it. This knowledge wakes you if you are asleep.

protection



## EVADE

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You move up to four times your Speed without triggering free attacks.

**Triggered** You can use a triggered action to cast his spell when you take damage. If you do, you instead move up to twice your Speed without triggering free attacks.

protection



## FORCE FIELD

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**Duration** 1 minute; see the effect

An invisible field of force surrounds you and moves with you. The field has Health 10. For the duration, when you would take damage, the field takes the damage instead. If the field's damage total equals its Health, the effect ends immediately.

*SHADOW 137*

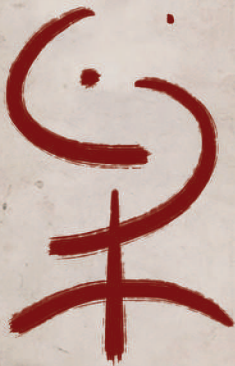
*UTILITY 1*

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protection



## SANCTUARY

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**Target** One creature you can reach

**Duration** 1 minute; see the effect

You touch the target, causing it to become hidden from all creatures for the duration. The effect ends immediately when the target attacks.

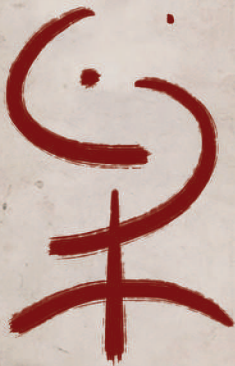
*SHADOW 137*

*UTILITY 1*

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protection



## VIGILANCE

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**Target** One creature you can reach

**Duration** 4 hours

You touch the target, granting it heightened readiness and awareness. For the duration, the target makes Perception challenge rolls with 1 boon and cannot be charmed, compelled, frightened, surprised, or put to sleep by magic.

*SHADOW 137*

*UTILITY 2*

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protection



## VIGOR

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**Target** One creature you can reach

**Duration** 1 hour

You touch the target, granting it a +10 bonus to Health for the duration.

*SHADOW 137*

*UTILITY 2*

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protection



## PROTECTION FROM SPELLS

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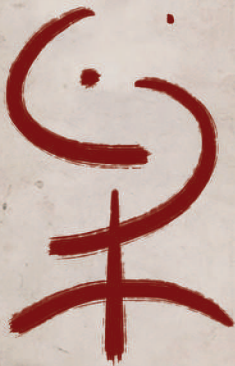
**Target** One creature you can reach

**Duration** 1 hour

You touch the target and grant it protection from spells for the duration. Until the effect ends, creatures attacking the target with spells make the attack rolls with 1 bane As well, the target makes challenge rolls with 1 boon to resist a spell's effect.



protection



## PROTECTIVE FIELD

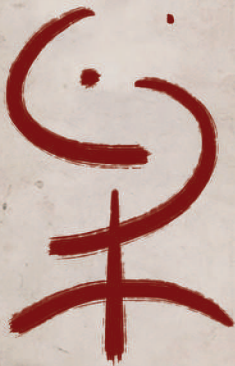
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**Area** A sphere with a 3-yard radius centered on a point you can reach

**Duration** 1 minute

An immobile, invisible barrier springs into existence along the circumference of the area and remains for the duration. When you cast the spell, you designate any number of creatures within medium range of you. Designated creatures can freely move and make attacks through the barrier. No other creature can move through the barrier or make attacks with melee weapons against targets on the other side.

protection



## INVULNERABILITY

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**Target** One creature you can reach

**Duration** Concentration, up to 1 minute

You touch the target, making it immune to all damage for the duration.

protection



## GLOBE OF NEGATION

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**Area** A sphere with a 5-yard radius centered on a point you can reach

**Duration** 1 minute

An immobile, invisible barrier springs into existence along the circumference of the area and remains for the duration. Attack rolls with spells of rank 5 or lower against targets behind the barrier automatically get failures. As well, the area within the barrier is excluded from the area of any spell of rank 5 or lower. Finally, spells cast from within the barrier cannot have origin points beyond the barrier's edge.

**SHADOW 138**

**UTILITY 5**

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