

### Athimurl

Level	Spell	Area of Effect	Duration	Range
1)	Familiar	1 Snow Owl	P	Self
2)	Cold Immunity I	Caster	1 min/lvl	Self
3)	Ice Running	Caster	1 min/lvl	Self
4)	Snow Vision	Caster	1 min/lvl	Self
5)	Snow Running	Caster	1 min/lvl	Self
6)	Night Sight	Caster	1 min/lvl	Self
7)	Cold Immunity II	Caster	1 min/lvl	Self
8)	Stealth	Caster	1 min/lvl	Self
9)	Cat Movement	Caster	1 rnd/lvl	Self
10)	Roar	100'r	--	100'
11)	Ice Veil	Caster	1 min/lvl	Self
12)	Cold Immunity III	Caster	1 min/lvl	Self
13)	Ice Wall	1' x 10' x 10'	varies	Self
14)	Frozen Tracks	10sq'/lvl	1 min/lvl	100'
15)	Breath of Athimurl	Cone 10'w @ 50'	-	50'
16)				Self
17)	Cold Immunity IV	Caster	1 min/lvl	Self
18)				
19)	Blinding Speed	Caster	1 rnd/lvl	Self
20)	Snow Predator	Caster	1 min/lvl	Self

1. Familiar - Caster can summon and bond a Snow Owl to act as a *Familiar*.
2. Cold Immunity I - Caster is immune to natural cold.
3. Ice Running - Caster can balance and run across ice as if on a normal surface.
4. Snow Vision - Caster can see in blinding snow, ice glare and similar condition normally.
5. Snow Running - Caster can run across any snow as if on solid ground.
6. Night Sight - Caster can see at night as if in bright day.
7. Cold Immunity II - As Cold Immunity I, but caster receives +10 vs cold attacks and cold crits are reduced by 1.
8. Stealth - Caster can be completely still and move stealthily. +25 to S&H.
9. Cat Movement - Caster can leap up to 20' vertical or 30' horizontal/rnd and falling damage is reduced by 50%.
10. Roar - Caster emits a terrifying animal roar. All within range must make an RR vs Fear.
11. Ice Veil - Caster is camouflaged in ice and snow, treat as invisible -100 to perception to see.
12. Cold Immunity III - As Cold Immunity I, but caster receives +20 vs cold attacks and cold crits are reduced by 2.
13. Ice Wall - Caster can summon a wall of ice. It will remain until melted or destroyed.
14. Frozen Tracks - Anyone that enters the area of effect is frozen to the ground and unable to move. Each round they can make a strength check at -50 per limb to break free.
15. Breath of Athimurl - A powerful spray of cold is projected from the Caster's mouth. Attacks as Cold Ball.
- 16.
17. Cold Immunity IV - As Cold Immunity I, but caster receives +30 vs cold attacks and cold crits are reduced by 3.
- 18.
19. Blinding Speed - Caster can move at x3 movement next round, but suffers a "C" Stress Crit.
20. Snow Predator - Caster changes into a large Snow Cat. (use Kith stats).