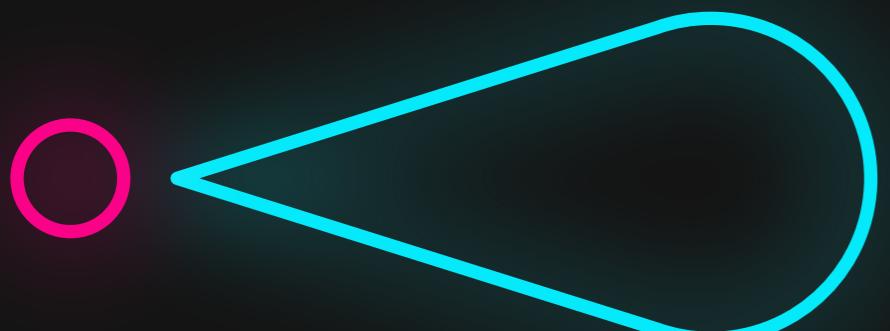


# SHOTGUN WIZARDS : SHOTGUNS

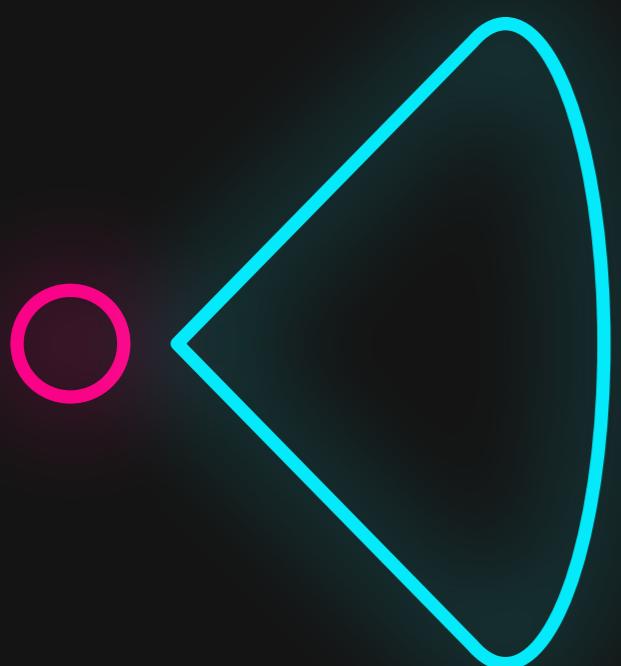
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## STANDARD SHOTGUN

RANGE : MEDIUM  
DAMAGE : MEDIUM  
RELOAD : MEDIUM  
SPREAD : MEDIUM  
PUSHBACK : MEDIUM

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## DOUBLE BARREL

RANGE : SHORT  
DAMAGE : HIGH  
RELOAD : SLOW  
SPREAD : HIGH  
PUSHBACK : HIGH

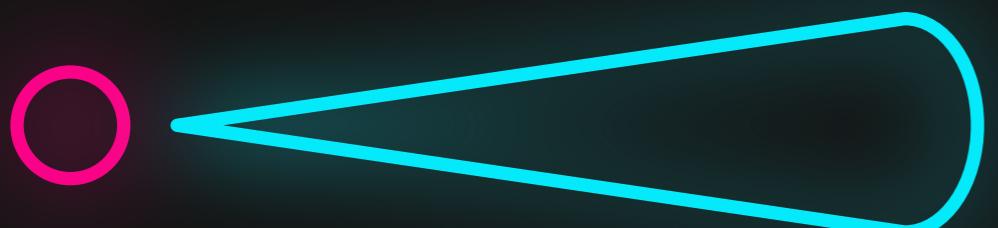
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## SLUG SHOT

RANGE : HIGH  
DAMAGE : HIGH  
RELOAD : MEDIUM  
SPREAD : NONE  
PUSHBACK : LOW

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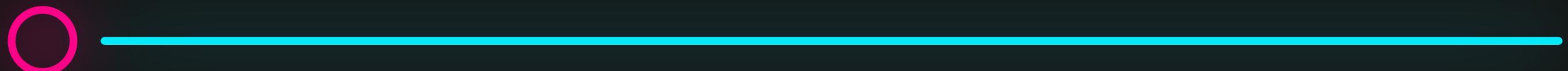
## ELEMENTAL SHOT

RANGE : MEDIUM  
DAMAGE : ELEMENT  
RELOAD : MEDIUM  
SPREAD : LOW  
PUSHBACK : LOW

# SHOTGUN WIZARDS : SPELL : LIGHTNING BOLT

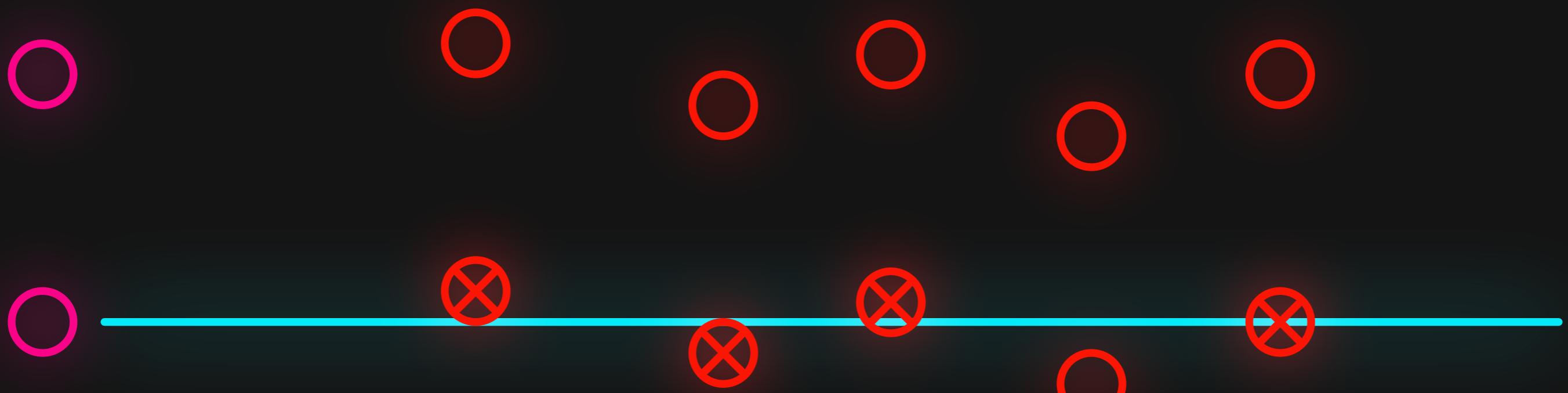
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ELEMENT : LIGHTNING  
RANGE : EXTREME  
DAMAGE : EXTREME  
RECASTING TIME : LONG



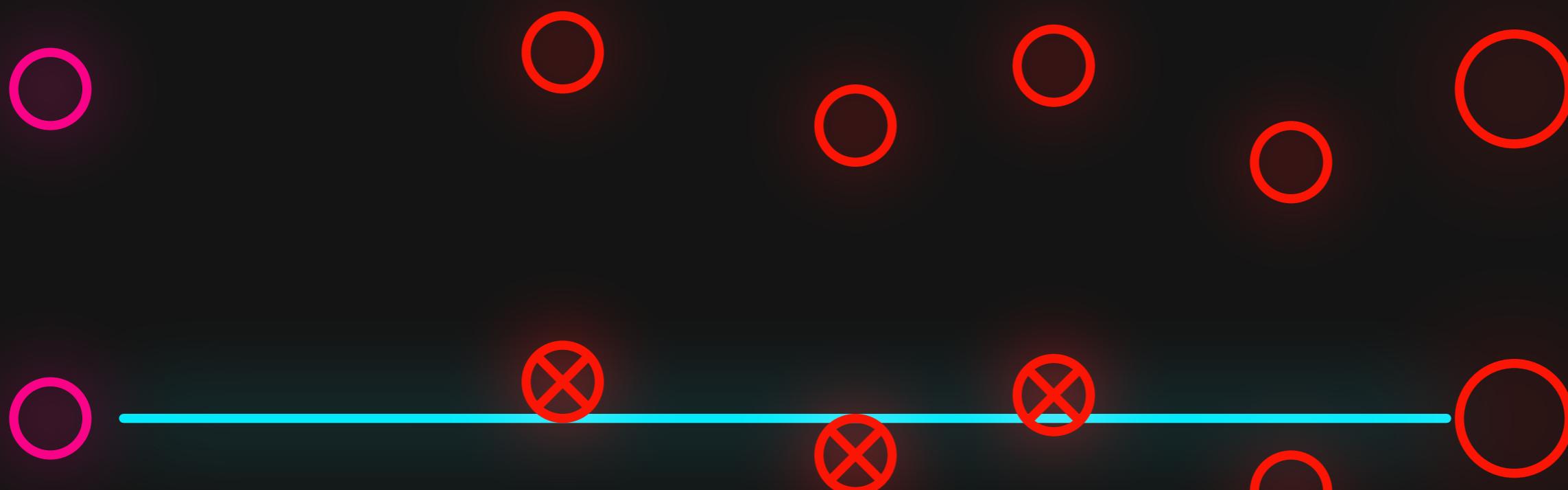
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CAST EFFECT : THE SPELL TRAVELS INSTANTLY IN A STRAIGHT LINE PASSING THROUGH ANY ENEMIES, OR OBJECTS, THE SPELL DESTROYS.



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CAST EFFECT : IF THE SPELL RUNS INTO AN ENEMY, OR OBJECT, IT CANNOT DESTROY IT STOPS.



# SHOTGUN WIZARDS : SPELL : ICE TRAP

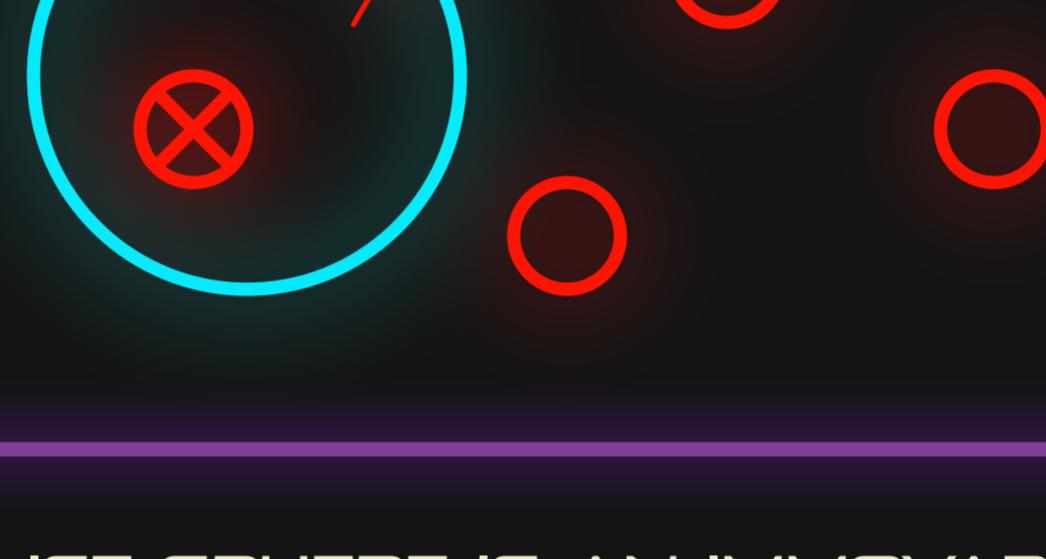
ELEMENT : ICE  
RANGE : MEDIUM  
DAMAGE : MEDIUM  
RECASTING TIME : LONG



CAST EFFECT : SUMMONS AN ICE SPHERE A DISTANCE AWAY FROM THE CASTER, DAMAGING ANY OBJECT OR ENEMY HIT.



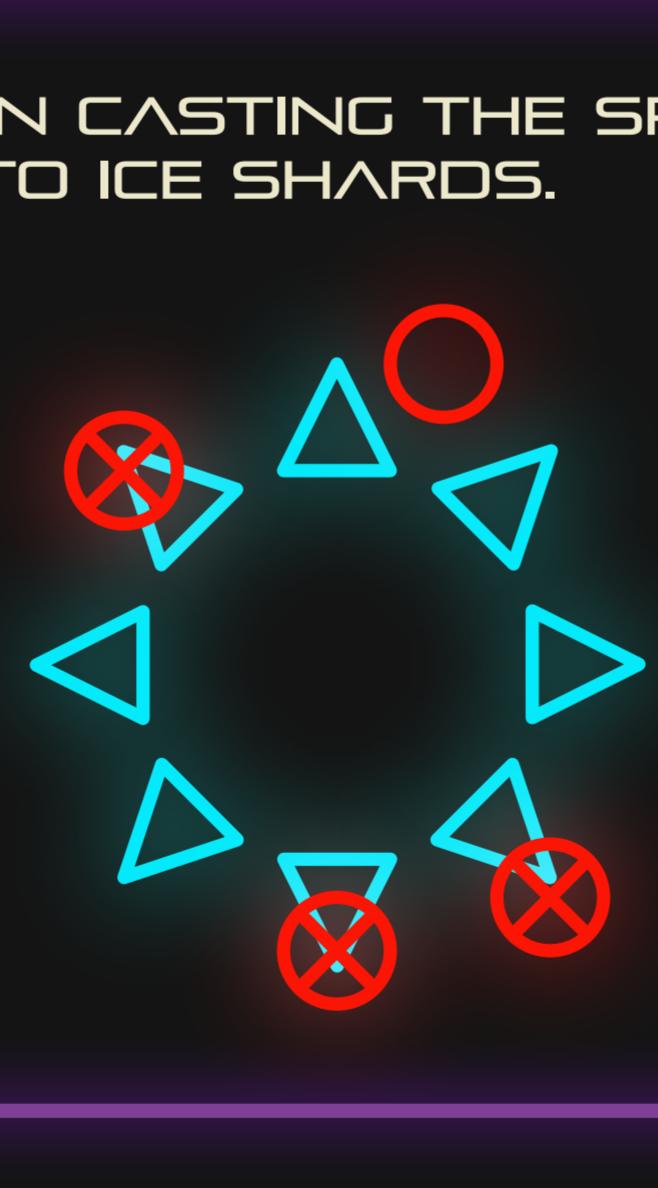
CAST EFFECT : ANY ENEMY INSIDE THE CAST SPHERE IS PUSHED OUT IF IT SURVIVES THE INITIAL DAMAGE.



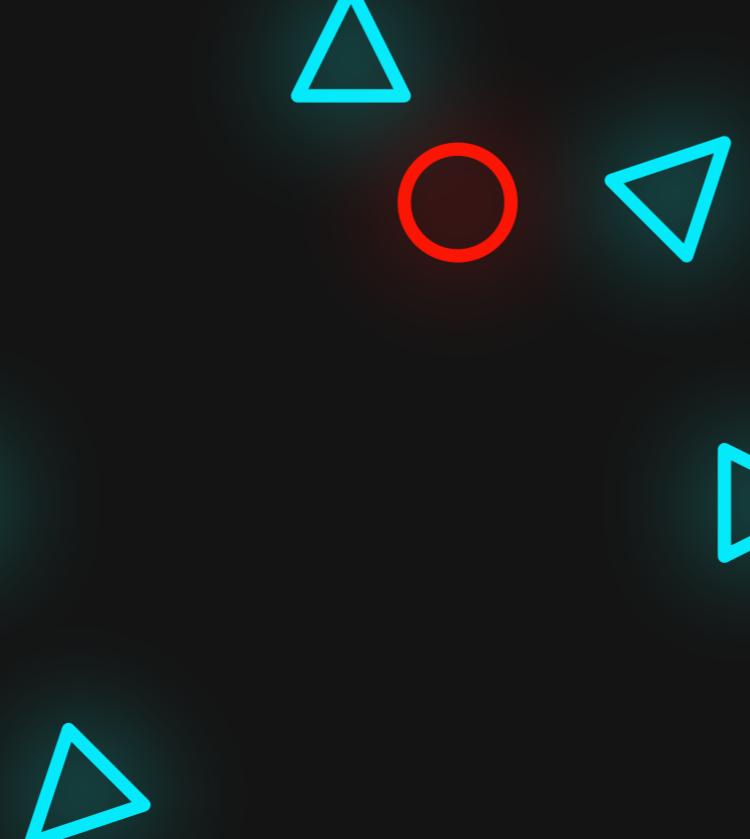
SUSTAINED EFFECT : THE ICE SPHERE IS AN IMMOVABLE, INDESTRUCTIBLE, AND IMPASSABLE TERRAIN OBJECT. ENEMIES OR PLAYERS WILL HAVE TO MOVE AROUND THE SPHERE.



SECOND EFFECT : UPON CASTING THE SPELL A SECOND TIME, THE ICE SPHERE EXPLODES INTO ICE SHARDS.



SECOND EFFECT : ICE SHARDS WILL TRAVEL OUT TO A MEDIUM DISTANCE, DAMAGING ANY OBJECT OR ENEMY THEY HIT.



# SHOTGUN WIZARDS : SPELL : FLAMETHROWER

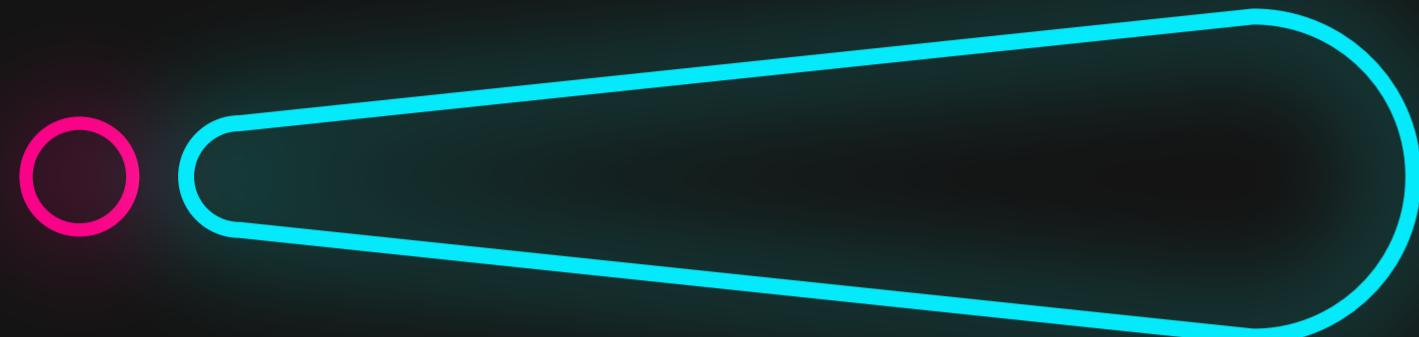
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ELEMENT : FIRE

RANGE : MEDIUM

DAMAGE : LOW

RECASTING TIME : SHORT



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CAST EFFECT : A CONE OF FIRE EXTENDS OUT FROM THE CASTER FOR A SHORT AMOUNT OF TIME.



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SUSTAINED EFFECT : ANY ENEMY OR OBJECT IN THE CONE WILL BE LIT ON FIRE, TAKING DAMAGE SLOWLY OVER TIME FOR A SHORT PERIOD.



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SUSTAINED EFFECT : IF THE CASTER MOVES IN ANY DIRECTION THE CONE OF FIRE WILL MOVE WITH THE CASTER. HOWEVER, THE CONE AND CASTER WILL CONTINUE TO FACE THE SAME DIRECTION THE SPELL WAS INITIALLY CAST IN UNTIL THE SPELL IS OVER.



# SHOTGUN WIZARDS : SPELL : EARTH WALL

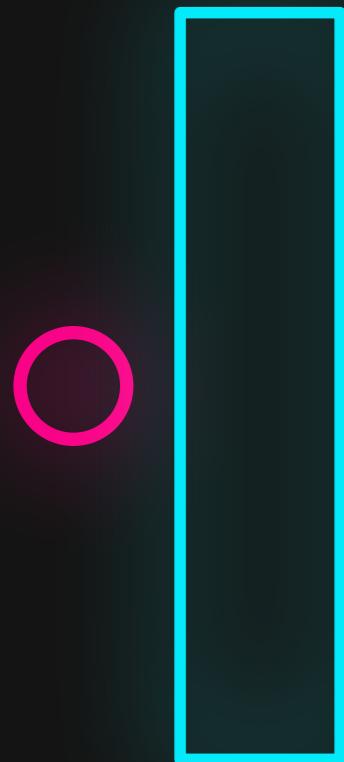
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ELEMENT : EARTH

RANGE : LONG

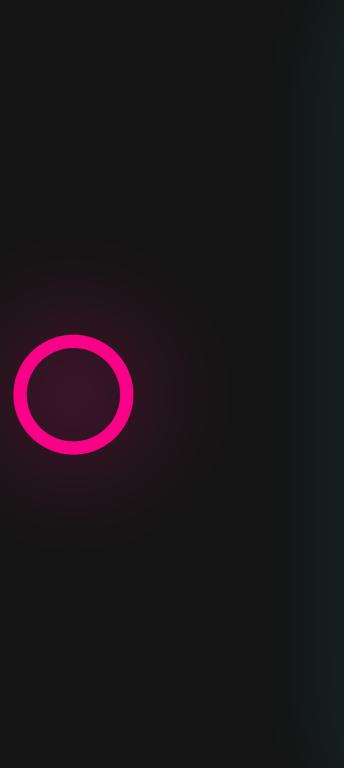
DAMAGE : LOW

RECASTING TIME : MEDIUM



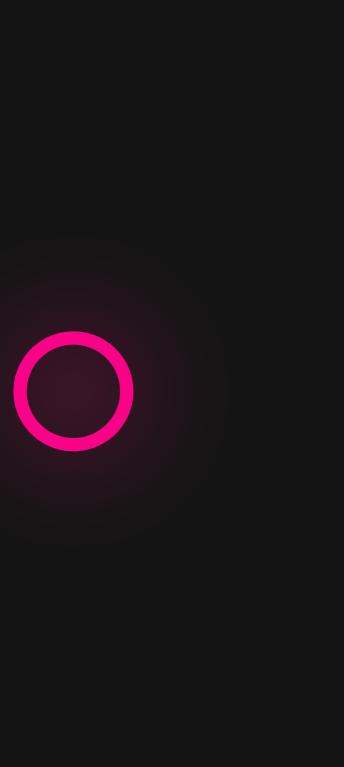
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CAST EFFECT : SUMMONS A RAPIDLY MOVING WALL INFRONT OF THE CASTER.



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SUSTAINED EFFECT : PUSHES ALL ENEMIES AND MOVEABLE OBJECTS BACK AS IT TRAVELS ACROSS THE ARENA.



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SUSTAINED EFFECT : ANY DAMAGE DONE BY THE SPELL IS FROM ENEMIES RUNNING INTO OBJECTS.

