DnD

Magician Abilities

**Magician:**

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| 1 | Black Arts | Learn basic sorceries |
| 2 | Catalyst | Sorceries and spells are boosted +1 per class level gained |
| 3 | Extra Cast | Gain an Extra spell cast on a sorcery |
| 4 | Black Arts II | Learn advance sorceries |
| 5 | Warlock | Use powerful magic but at price towards an entity |
| 6 | Additional Spell | Unlock a spell slot (max of 4) |
| 7 | Black Arts III | Master all sorceries |
| 8 | Additional Spell II | Unlock a spell slot (max of 4) |
| 9 | Area Spell | Deploy a spell in 15ft by 15ft (OPD) |
| 10 | Armageddon | Open a rift and hail meteors on enemies |

**Sorceries I:**

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| Fireball (30ft) 10c | Throw fire at enemy dealing one d8+magic (x4) |
| Flash Bolt (30ft) 10c | Shoot blue energy bolt at enemy dealing one d8+magic (x4) |
| Hinder (30ft) 30c | 15 by 15ft area that slows enemy movement by half (x2) |
| Magic Implosion (30ft) 50c | Cast an explosion 10ft in front of you for one d8+magic |

**Sorceries II:**

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| --- | --- |
| Lightning Bolt (30ft) 50c | Throw bolt of lightning dealing one d8+magic |
| Flash Sword (5ft) 50c | Attack in a 5ft arc with a spectral sword damage one d8+magic (x4) |
| Fire Weapon(30ft) 20c | Imbue a weapon with fire for 2 hits (x2) |
| Void field (30ft) 100c | Throw a ball of energy on the map and damage enemies within 5ft of it for 3 turns (x4) |

**Warlock**

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| Blink (30ft) | Teleport to target location (x4) |
| Hush (30ft) | Pay 3 health to prevent an enemy to spell cast for 2 turns |
| Spell Drinker (30ft) | Pay half your health and emit a barrier to absorb spells for 3 hits |
| Tether/Pull (30ft) | Pay 5 health to root an enemy for 2 turns or pull them towards you |

**Sorceries III**

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| Energy Surge (30ft) 500c | Emit an energy beam dealing one d20+magic (x2) |
| Rupture (20ft) 100c | Send up crystal spikes in a 20ft row damaging enemies in the path for d12+magic (x4) |
| Ice barrier (30ft) 300c | 20 by 20ft ice ring that enemies can’t go through but allies can for 2 turns |
| Lighting Strike (30ft) 1000c | After 1 turn upon activation, lighting will strike chosen enemy dealing one d20+magic in damage along with one d6 for enemies within 5ft |