


GRAVITY PUNCH (10)

USE THIS SPELL ON AN UNARMED ATTACK TO EMPOWER YOUR BLOW WITH GRAVITATIONAL FORCE. SMALL ENEMIES HIT WILL BE BLOWN BACK 15FT AND TAKE BONUS DAMAGE.

1D8  
  
4

•LEVEL 2

AP INCREASED TO 5L.

•LEVEL 4

BONUS DAMAGE INCREASED TO 2D8

•LEVEL 6

CAN BE ADDED TO BLUNT MELEE WEAPONS.

•LEVEL 8

NOW CAN LAUNCH 25FT, PUNCHING ENEMIES INTO WALLS ADDS AN EXTRA 1D12 DAMAGE.

SINGULARITY I (80)

THROW A SINGULARITY THAT PULLS SMALL ENEMIES IN WITHIN 30FT BY 5FT. THE SINGULARITY LASTS 3 ROUNDS.

3D20  
  
3

•LEVEL 2

ENEMIES BELOW 30 HP TAKE DOUBLE DAMAGE.

•LEVEL 4

AOE RADIUS INCREASED TO 40FT.

•LEVEL 6


NOW LASTS 4 ROUNDS.

•LEVEL 8

PULL DISTANCE INCREASED TO 10FT.

SUBSUMATION (60)

TARGET AN AREA WITHIN 100FT TO FOCUS VORTEX ENERGY. THE ENERGY WILL PULL ENEMIES WITHIN 15FT IN BY 5FT AND COLLAPSE TO DEAL DAMAGE TO ENMIES WITHIN 10FT.

3D12  
  
1

•LEVEL 2

AP INCREASED TO 2T.

•LEVEL 4

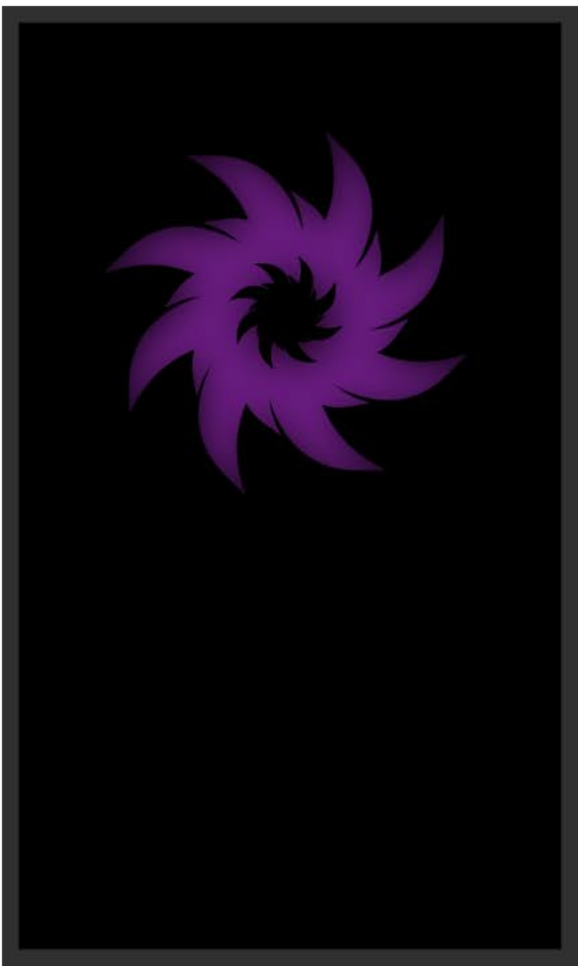
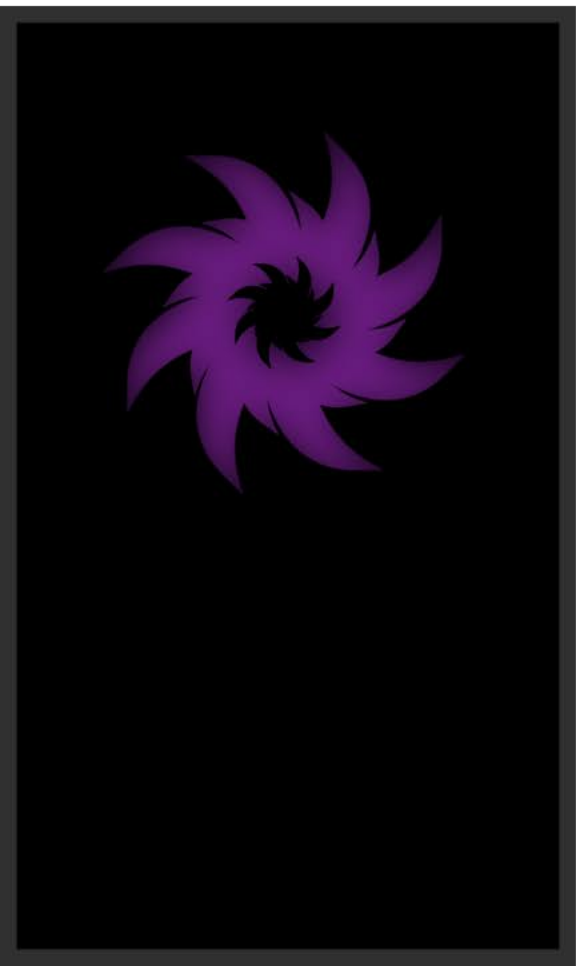
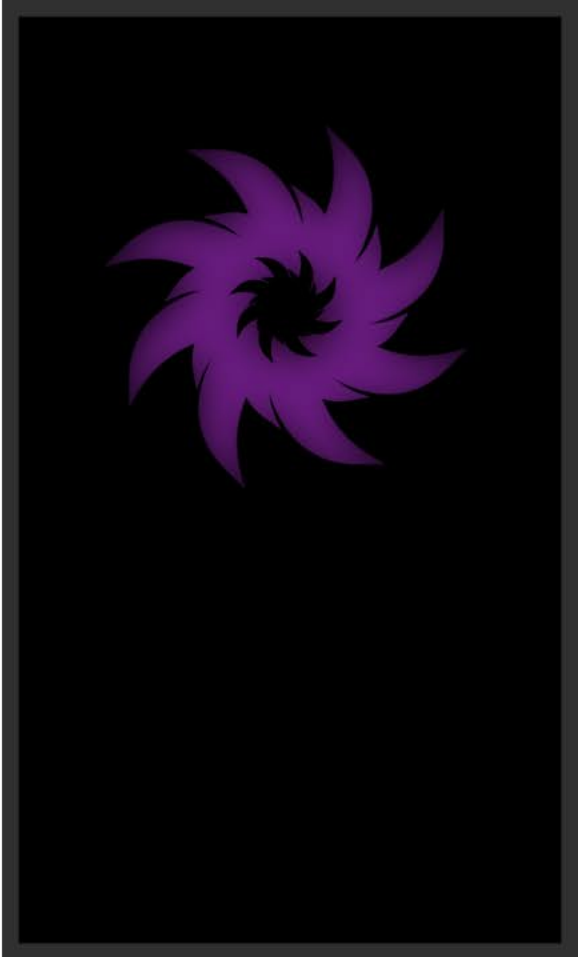
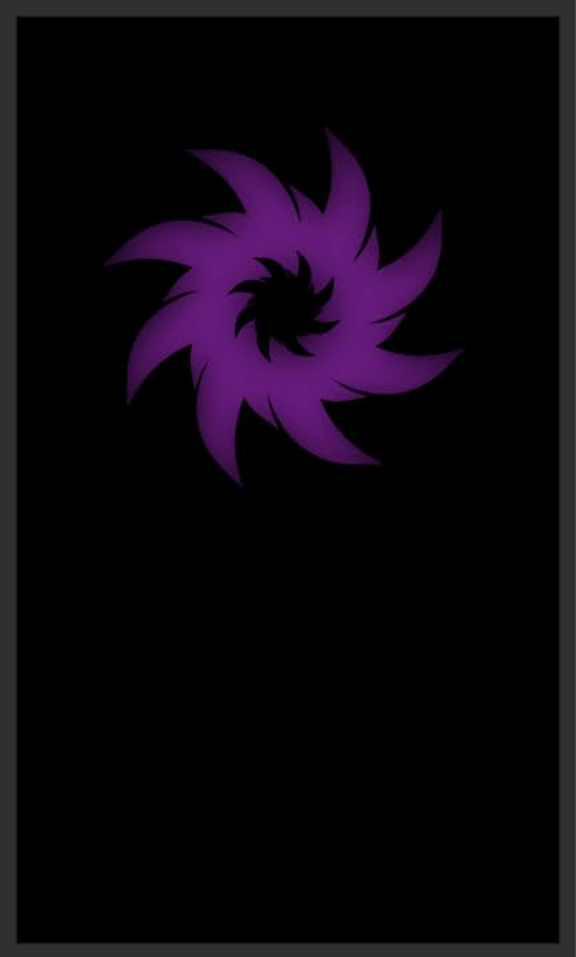
MAX RANGE INCREASED TO 125FT.

•LEVEL 6

PULL RANGE INCREASED TO 20FT.

•LEVEL 8

NOW PULLS AND EXPLODES A SECOND TIME FOR AN ADDITIONAL 10 MANA.



## BLACK HOLE (90)

2D20

CAST A BLACK HOLE THAT MOVES FORWARD 5FT EACH TURN. THE BLACK HOLE PULLS ENEMIES IN WITHIN 20FT BY 5 FT AND TRAVELS UNTIL IT HITS THE ENVIORNMENT.



1

### •LEVEL 2

DEAL 2T AP.

### •LEVEL 4

PULL RADIUS INCREASED TO 25FT.

### •LEVEL 6

PULL FORCE INCREASED TO 10FT.

### •LEVEL 8

DAMAGE INCREASED TO 3D20.

## GRAVITY CLEAVER (60) 3D20

CAST AN ARC OF ENERGY IN FRONT OF YOU THAT DEALS DAMAGE IN A 40FT CONE.



3

### •LEVEL 2

APPLIES THE GRVITATED EFFECT

### •LEVEL 4

CONE RANGE INCREASED TO 50FT.

### •LEVEL 6

MANA COST REDUCED TO 50.

### •LEVEL 8

DAMAGE INCREASED TO 4D20.

## TELEKINESIS (20)

0

USE THIS SPELL AS A BONUS ACTION TO QUICKLY RELOAD A WEAPON OR PERFORM VARIOUS ACTIONS.



- 1

### •LEVEL 2

MANA COST REDUCED TO 15.

### •LEVEL 4

MANA COST REDUCED TO 10.

### •LEVEL 6

MANA COST REDUCED TO 5.

### •LEVEL 8

CAN NOW BE USED TO PERFORM ACTIONS FOR OTHER PLAYERS WITHIN 15FT.

## VORTEX BOLT (40)

2D12

CAST A BOLT OF VORTEX ENERGY THAT PENETRATES ENEMIES AS IT TRAVELS IN A 150FT RANGE.



1

### •LEVEL 2

RANGE INCREASED TO 175FT.

### •LEVEL 4

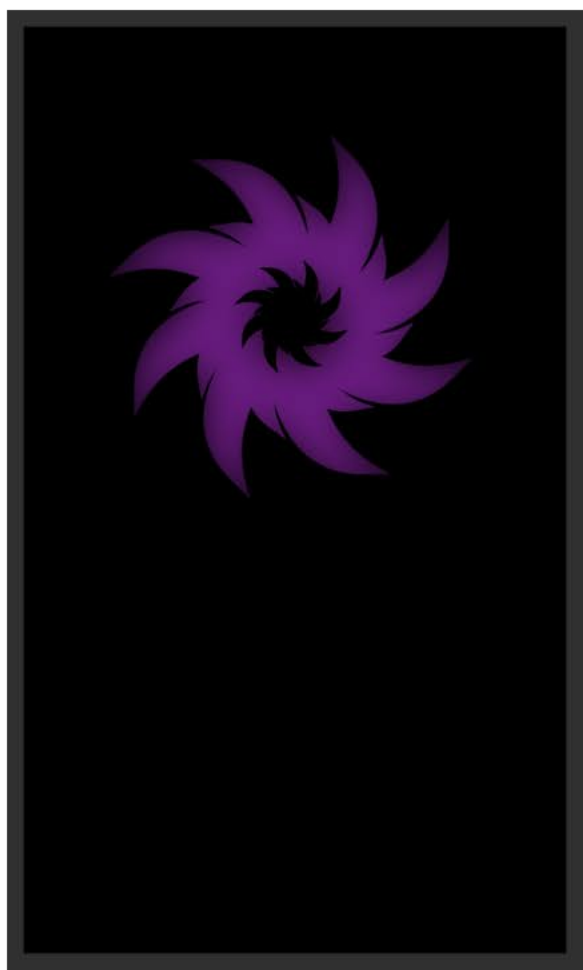
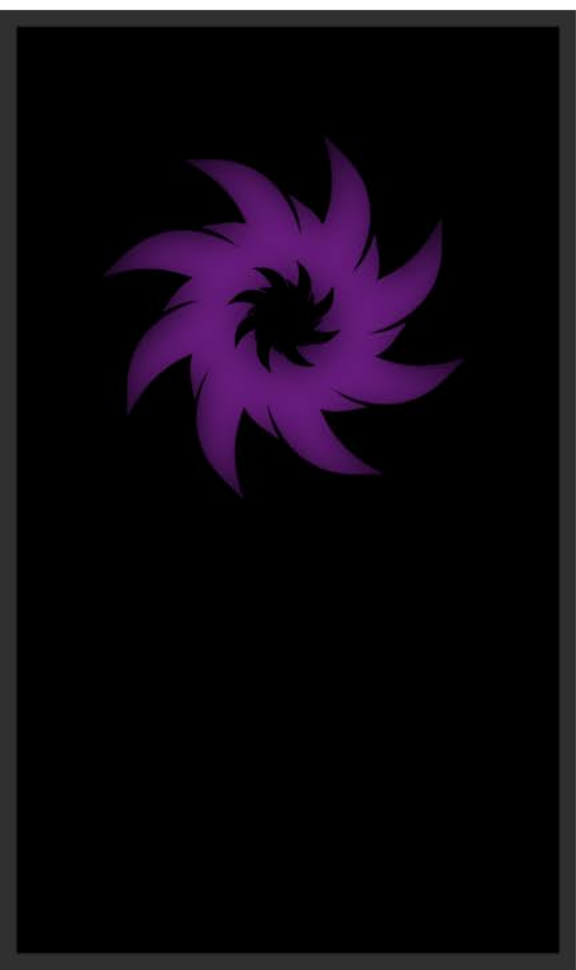
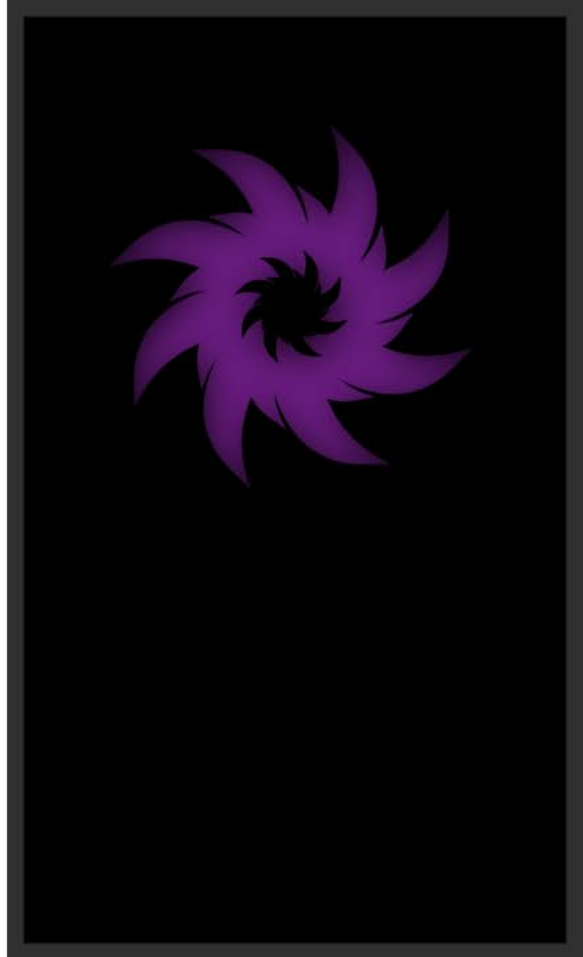
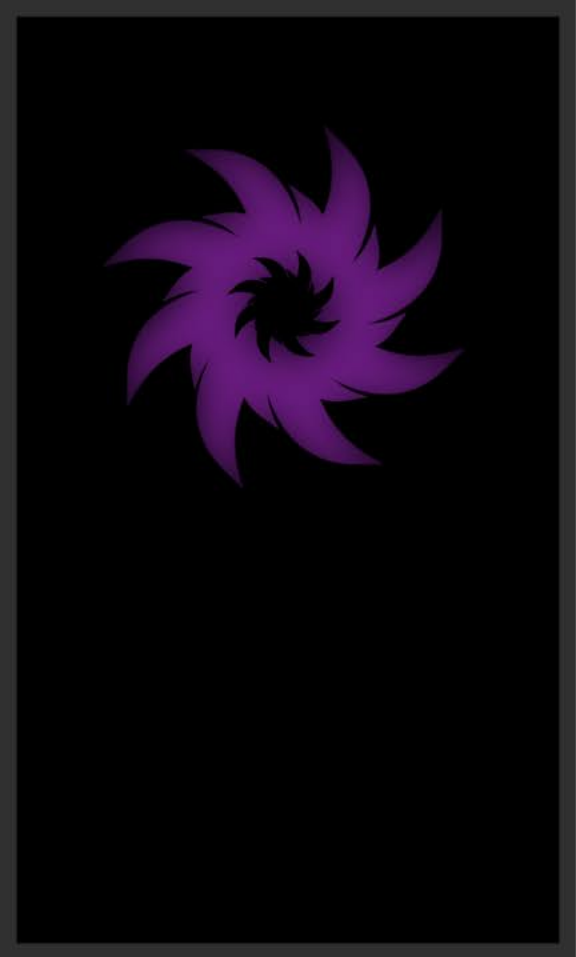
NOW APPLIES THE GRVITATED EFFECT.

### •LEVEL 6

THE BOLT CAN BE CURVED AROUND CORNERS WITH A SUCCESSFUL ACCURACY CHECK.

### •LEVEL 8

DAMAGE INCREASED TO 3D12.



## SINGULARITY II (S)

3D20

THROW A MASSIVE SINGULARITY THAT PULLS ENEMIES WITHIN 60FT IN BY 15FT. VORTEX ENERGY RAPIDLY ORBITS THE SINGULARITY, CAUSING 1D12 DAMAGE TO ENEMIES WITHIN THE FULL RADIUS. LASTS 4 ROUNDS



3 

## PAROXYSM (S)

2D20

CAST A WHIRLING VORTEX OF ENERGY IN A 80FT CONE IN FRONT OF YOU. ENEMIES CAUGHT IN THE CONE TAKE DAMAGE AND ARE PULLED IN BY 50FT. SMALL CREATURES THAT REACH YOU ARE CRUSHED IMMEDIATELY.



5 