

## 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.



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