HELLBEAM (100)

CAST A HEAVY BEAM OF ENERGY THAT DAMAGES ENEMIES IN A 15FT WIDE BEAM THAT CAN TRAVEL UP TO 15FT. ALL ENEMIES HIT ARE INCINERATED.



•FOCUS

THE BEAM CAN NOW TRAVEL UP TO 125FT.

• INSIGHT

ENEMIES IN THE OUTER 25FT BEAM ARE HIT FOR 2D20 DAMAGE.

MOTION

SWEEP THE BEAM, DEALING DAMAGE IN A CONE INSTEAD.

FALLEN SUN (S)

BECOME A MINIATURE STAR AND DEAL MAJOR DAMAGE TO ENEMIES WITHIN 25FT OF YOU, ENEMIES WITHIN 150FT OF YOU INCINERATE.

