

## 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.



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### •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)

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



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### •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.



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### •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.