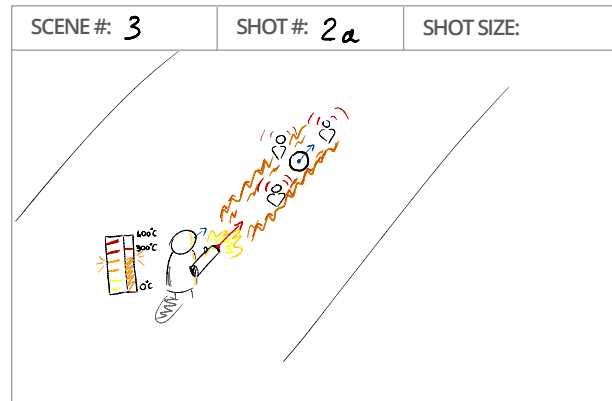
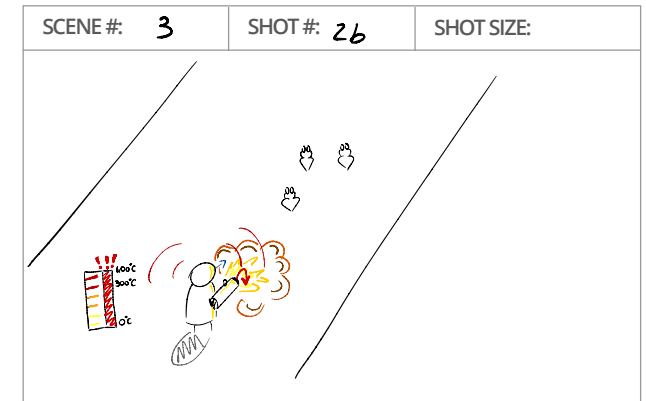


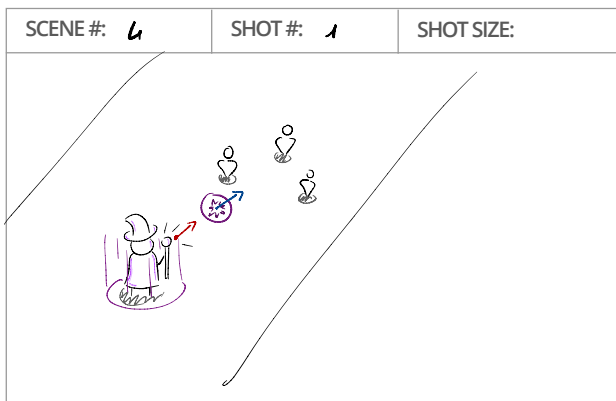
Cannoneer: Hot Shot



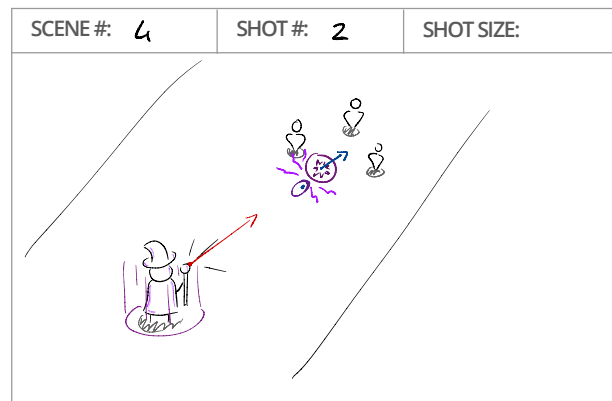
Case 1: Temperature charged below 300°C, the cannon fires dealing damage to enemies and setting them on fire



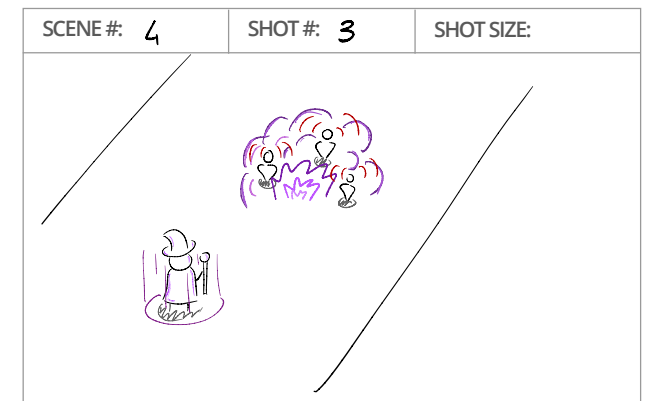
Case 2: Temperature goes above 300°C and the cannon explodes, dealing damage to the player and everything near him



Warlock: Death Sphere. The sphere is fired, proceeding forward slowly



A second faster ability is fired in the direction of the Death Sphere



The collision between the two abilities causes the Death Sphere to explode dealing damage to nearby enemies