**Black Hole**

Creatures within [Long] range of you are treated as one step more proximate to you while the Black Hole is active; [Long] to [Medium], [Medium] to [Close] and [Close] to [Melee]. Creatures who were already in your [Melee] range are unaffected, but cannot move or be moved out of your [Melee] range while the Black Hole is active. You cannot move or be moved from the position where you activated the Black Hole until its effect expires. The effects of the Black Hole last for one [Round].

**Crystallized Hate**

Crushing this dark crystal in your black fist, you release a lance of black lightning that struggles to strike down all nearby life. Upon releasing this bar of liquid darkness, it roars forth and strikes at an opponent you designate within [Long] range whose presence you are aware of (you need not have line of sight or line of effect to your target, but must be aware enough of the opponent to select it). The victim of the crackling, reality-shredding hatebolt takes 4 damage per level you possess and becomes [Battered] and [Energy drained]. A successful Fortitude save (DC who cares) halves this damage and negates the [Battered] condition.

**Heretic's Eye**

As you teleport, you leave a terrifying afterimage that sears itself in your victim's mind. When you use Heretic's Eye, target an opponent within [Long] range to whom you have line of sight. That opponent becomes [Checked] from your previous position, [Flat-Footed] and [Vulnerable] to physical damage for one [Round]. You instantly appear in a square of your choice adjacent to that opponent. A successful Will save (DC whatever) negates the [Checked] and [Vulnerable] conditions. These conditions are inflicted by a [Figment] effect and do not affect creatures immune to [Figments].