

HANDHELD COMET (60) 3D12

CONJURE AND THROW A STARDUST SHARD THAT DETONATES ON IMPACT AND DEALS DAMAGE IN A 25 FT RADIUS.



5 II

•LEVEL 2

FOR AN ADDITIONAL 10 MANA, THIS SPELL CAN BE CAST IN A 70FT RANGE INSTEAD OF THROWN.

•LEVEL 4

STARDUST SHARDS RELEASE ON IMPACT, ENEMIES WITHIN 10FT OF THE EDGE OF THE BLAST RADIUS HAVE A 50% CHANCE TO TAKE DAMAGE.

•LEVEL 6

RADIUS INCREASED TO 30FT, ALSO DEAL 1T AP.

•LEVEL 8

ROLL DAMAGE WITH ADVANTAGE ON ENEMIES THAT ARE SHIMMERING.

INFURIOSA (40)

2D12

CONCENTRATE A HEAVY BLAST OF MAGIC BELOW A TARGET WITHIN 50FT. THE BLAST DEALS DAMAGE IN A 15FT RADIUS.



3 II

•LEVEL 2

DEAL AN EXTRA 1D6 DAMAGE.

•LEVEL 4

RADIUS INCREASED TO 20FT.

•LEVEL 6

SHIMMERING ENEMIES WITHIN 30FT OF THE BLAST DETONATE IMMEDIATELY.

•LEVEL 8

THE BLAST ALSO CAUSES DAMAGE IN A 40FT CONE ACROSS FROM THE CASTER.

STARWAVE (60)

0

CAST A CONE OF STARDUST ENERGY ACROSS THE FLOOR IN A 50FT CONE IN FRONT OF YOU. ENEMIES CAUGHT IN THE CONE BECOME SHIMMERING.



3 II

•LEVEL 2

CONE LENGTH INCREASED TO 60FT.

•LEVEL 4

ENEMIES CAUGHT IN THE CONE TAKE 1D8 DAMAGE BEFORE THEY BECOME SHIMMERING.

•LEVEL 6

SPELL ALSO EFFECTS A 10FT RADIUS AROUND YOU.

•LEVEL 8

FOR AN EXTRA 20 MANA, DETONATE SHIMMERING ENEMIES AROUND YOU IN A 15FT RADIUS.