







HANDHELD COMET (60) 3012

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



·LEVEL 2

FOR AN ADDITIONAL 10 MANA, THIS SPELL CAN BE CAST IN A TOFT 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 BOFT, ALSO DEAL IT AP.

•LEVEL 8

ROLL DAMAGE WITH ADVANTAGE ON ENEMIES THAT ARE SHIMMERING.

STARWAVE (60)

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



•LEVEL 2

CONE LENGTH INCREASED TO GOFT.

•LEVEL 4

ENEMIES CAUGHT IN THE CONE TAKE 108 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.

INFURIOSA (40)

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



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•LEVEL 2

DEAL AN EXTRA 106 DAMAGE.

•LEVEL 4

RADIUS INCREASED TO 20FT.

•LEVEL 6

SHIMMERING ENEMIES WITHIN 30FT OF THE BLAST DETONATE IMMEDIATLY.

•LEVEL 8

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









SHIMMERING RAY (50) 3D20 CAST A PEIRCING RAY OF STARDUST THAT MAKES ENEMIES SHIMMERING AFTER T AKING DAMAGE. THE RAY CAN BE CAST UP TO 150FT. •LEVEL 2 THE RAY EXLODES N A 10FT RADIUS WHERE IT STOPS IF IT HITS THE ENVIORNMENT. ·LEVEL 4 RANGE INCREASED TO 200FT. ·LEVEL 6 DOUBLES THE DAMAGE AND RADIUS OF SHIMMERING EXPLOSION WHEN KILLING ENEMIES. •LEVEL 8 DAMAGE INCREASED TO 4D20.

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STARLIGHT SOUL (75)

CREATE A STARLIGHT SOUL FOLLOWS
THE CASTER, AND CAN BE SWIVELLED ONCE
PER TURN. USE A BONUS ACTION TO
LOB STARDUST UP TO BOFT THAT DEALS
DAMAGE IN A 10FT RADIUS. ITS HAS 15 HP.

• LEVEL 2

·LEVEL 4

•LEVEL 6

•LEVEL 8

AGE RADIUS INCREASED TO 15FT.

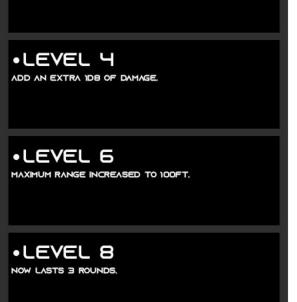
DAMAGE INCREASED TO 3DB.

RANGE INCREASED TO YOFT.

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STARLIGHT SWARM (60) 2012

OPEN A RIFT ABOVE AN ENEMY OR A POSITION WITHIN BOFT. SHARDS OF STARLIGHT WILL FALL OUT OF THE RIFT IN A BOFT RADIUS FOR 2 ROUNDS.

•LEVEL 2

AGE RADIUS INCREASED TO 35FT.









