



## 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)

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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.



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.



## SHIMMERING RAY (50) 3D20

CAST A PEIRCING RAY OF STARDUST THAT MAKES ENEMIES SHIMMERING AFTER TAKING DAMAGE. THE RAY CAN BE CAST UP TO 150FT.



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### •LEVEL 2

THE RAY EXLODES N A 10FT RADIUS WHERE IT STOPS IF IT HITS THE ENVIRONMENT.

### •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.

## STARLIGHT SOUL (75) 2D8

CREATE A STARLIGHT SOUL FOLLOWS THE CASTER, AND CAN BE SWIVELLED ONCE PER TURN. USE A BONUS ACTION TO LOB STARDUST UP TO 30FT THAT DEALS DAMAGE IN A 10FT RADIUS. ITS HAS 15 HP.



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### •LEVEL 2

MAX HP RAISED TO 20.

### •LEVEL 4

RANGE INCREASED TO 40FT.

### •LEVEL 6

DAMAGE INCREASED TO 3D8.

### •LEVEL 8

AOE RADIUS INCREASED TO 15FT.

## STARLIGHT SWARM (60) 2D12

OPEN A RIFT ABOVE AN ENEMY OR A POSITION WITHIN 80FT. SHARDS OF STARLIGHT WILL FALL OUT OF THE RIFT IN A 30FT RADIUS FOR 2 ROUNDS.



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### •LEVEL 2

AOE RADIUS INCREASED TO 35FT.

### •LEVEL 4

ADD AN EXTRA 1D8 OF DAMAGE.

### •LEVEL 6

MAXIMUM RANGE INCREASED TO 100FT.

### •LEVEL 8

NOW LASTS 3 ROUNDS.

## SUPERNOVA (90) 2D20

FOCUS A LARGE EXPLOSION IN AN AREA WITHIN 75FT WITH A 35FT RADIUS.



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### •LEVEL 2

RANGE INCREASED TO 100FT.

### •LEVEL 4

AOE RADIUS INCREASED TO 40FT.

### •LEVEL 6

DAMAGE INCREASED TO 3D20.

### •LEVEL 8

AOE RADIUS INCREASED TO 45FT.



## PULSAR (S)

TARGET AN AREA WITHIN 125FT TO CREATE A MASSIVE PULSAR WITH A 30FT RADIUS AND TWO 80FT CONES. THE PULSAR WILL ROTATE 90° EACH TURN, AND LASTS 6 ROUNDS.

3D12



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## COSMOCLASM (S)

CAST A BASIC SPELL AS A FREE ACTION FOR NO MANA COST AFTER THIS SPELL, THE SPELL CAST ALWAYS APPLIES SHIMMERING TO ENEMIES HIT. ALL SHIMMERING ENEMIES DETONATE WHEN YOUR TURN ENDS.

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