

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.



3

•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.



3

•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.



5

•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.



2

•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.