



Base 10 Celestial Playtest v1.0

Updated April 17, 2018

Authored By Ian Petley, Jerry Boyd and Nick Denny

Approved By Joseph Valenti

Objective:

The objective of this playtest is to increase Celestial's ability to deal direct damage to it's targets.

Summary:

Celestial damage spells will now be base 10 instead of base 5.

The following changes to Celestial spells are as follows (changing table 5-5, and Figures 5-7 and 5-9):

Level	Spell	New Damage
1	Magic Missile	10
2	Lightning Bolt	20
3	Ice Bolt	30
4	Flame Bolt	40
5	Stone Bolt	50
6	Enflame	40
6	Lightning Storm	60
7	Ice Storm	70
8	Dragon's Breath	80
9	Eldritch Blast	90
9	Magic Storm	10