**CELESTIAL BASE 10**

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**Authors**: Ian Petley, Jerry Boyd and Nick Denny

**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)

| **Level** | **Spell** | **New damage** |
| --- | --- | --- |
| 1 | Magic Missile | 10 |
| 2 | Lightning Bolt | 20 |
| 3 | Ice Bolt | 30 |
| 4 | Flame Bolt | 40 |
| 5 | Stone Bolt | 40 |
| 6 | Enflame | 40 |
| 7 | Ice Storm | 70 |
| 8 | Dragons Breath | 80 |
| 9 | Eldrich Blast | 80 |
| 9 | Magic Storm | 10 |