

# Bloodstars



## Alteration, Force

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 1 rd./levels

Area of Effect: 90-ft. radius

Saving Throw: None

This spell creates seven star-shaped, spiked fields of whirling, sparkling force from seven drops of the caster's blood. These bloodstars move about in response to the caster's will (MV Fl 21 , MC: A). All seven can attack separate targets, although they dissipate if they move more than 90 feet away from the caster. The caster is limited to half movement and no other actions while directing the bloodstars.

A bloodstar strikes any target at THACO 6 (adjust for defensive Dexterity and any "pluses" of magical protection the target creature has). The razor-sharp points of force of the bloodstar slash through normal armor and non magical barriers to inflict 1d4 points of damage. Due to the energy aura exuded by a striking bloodstar, only one of them can strike the same creature in one round.

Once a particular bloodstar has drawn blood, the caster can make it explode on any subsequent round, inflicting 2d6 points of damage upon all creatures within 10 feet; save vs spell for half damage. At the conclusion of the spell, all unexploded bloodstars wink out of existence.

The material components are the seven drops of the caster's blood that transform into the bloodstars.

Notes: Very rare. (Updated from DRAGON Magazine.)