

IRRADIATE

SPELL 3

CONJURATION

RADIATION

POISON

TECHNOLOGY

Traditions arcane, divine, occult, primal

Cast ♦♦ somatic, verbal

Range 150 feet; **Area** 10-foot burst; **Saving Throw** Fortitude

You flood the area with a sudden burst of dangerous radiation. Creatures in the area who fail their save are affected as if they entered an area of low intensity radiation - becoming drained 1 and afflicted with stage 1 of Radiation Poisoning.

While the DC for the saving throw is based on the spellcaster, the DC for recovering from Radiation Poisoning is determined by the intensity of radiation affecting the creature.

Heightened (5th) The area of the spell increases to a 20-foot burst, with the central 10-foot burst affecting creatures that fail the saving throw as if they entered an area of medium intensity radiation - becoming drained 2 and afflicted with stage 2 of Radiation Poisoning, and the next 10 feet as low intensity radiation.

Heightened (7th) The area of the spell increases to a 30-foot burst, with the central 10-foot burst affecting creatures that fail the saving throw as if they entered an area of high intensity radiation - becoming drained 3 and afflicted with stage 3 of Radiation Poisoning, and the next 10 feet as medium intensity radiation, and the last 10 feet as low intensity radiation.

Heightened (9th) The area of the spell increases to a 40-foot burst, with the central 10-foot burst affecting creatures that fail the saving throw as if they entered an area of severe intensity radiation - becoming drained 4 and afflicted with stage 5 of Radiation Poisoning, and the next 10 feet as high intensity radiation, and the next 10 feet as medium intensity radiation, and the last 10 feet as low intensity radiation.