

SPELL 10

CR, 322

CATACLYSM

EVOCATION - ACID, AIR, COLLD, EARTH, ELECTRICITY,  
FIRE, WATER

CASTING TIME	COMPONENTS	RANGE
◆◆	S, V	1000
SAVING THROW	AREA	
REFLEX	60FT BURST	

You call upon the unimaginable power of world-ending cat-  
aclysms, ripping a small piece of each cataclysm and com-  
bining them together into one horrifically powerful attack.  
The following effects come down upon all creatures in the  
area. Treat the resistances of creatures in the area as if they  
were 10 lower for the purpose of determining the cataclysm’s  
damage. Each creature attempts one basic Reflex save that  
applies to all five types of damage.

- Flesh-dissolving acid rain deals 3d10 acid damage.
- A roaring earthquake shakes and bludgeons creatures on  
the ground, dealing 3d10 bludgeoning damage.
- A blast of freezing wind deals 3d10 cold damage.
- Incredible lightning lashes the area, dealing 3d10 electric-  
ity damage.
- Beating winds churn across the sky, dealing 3d10 blud-  
geoning damage to creatures flying in the area.
- An instant tsunami sweeps over creatures in the area, deal-  
ing 3d10 bludgeoning damage with the water trait (doubled  
for creatures swimming in the area).
- A massive wildfire burns in a sudden inferno, dealing 3d10  
fire damage.

**Critical Success :** The creature is unaffected.  
**Success :** The creature is dazzled for 1 round.  
**Failure :** The creature is dazzled for 1 minute.  
**Critical Failure :** The creature gains light blindness for 1  
minute. If the creature is already exposed to bright light,  
it immediately becomes blinded, as it isn’t acclimated to its  
newly acquired light blindness.

SPELL 2

Secrets of Temple City, 72

FEAR THE SUN

TRANSMUTATION

CASTING TIME	COMPONENTS	RANGE
◆◆	S, V	30FT
SAVING THROW	TARGET	
FORTITUDE	1 CREATURE	

You cause the creature’s vision to become par-  
ticularly sensitive. The creature must attempt a  
Fortitude save. The creature is then temporarily  
immune for 1 minute.

**Heightened 6th :** You can target up to 10  
creatures.

**Critical Success :** The creature is unaffected.  
**Success :** The creature is dazzled for 1 round.  
**Failure :** The creature is dazzled for 1 minute.  
**Critical Failure :** The creature gains light blind-  
ness for 1 minute. If the creature is already exposed  
to bright light, it immediately becomes blinded, as  
it isn’t acclimated to its newly acquired light blind-  
ness.

SPELL 4

CR, 339

FLY

TRANSMUTATION

CASTING TIME	COMPONENTS	RANGE
◆◆	S, V	TOUCH
DURATION	TARGET	
5MIN	1 CREATURE	

The target can soar through the air, gaining a fly  
Speed equal to its Speed or 20 feet, whichever is  
greater.

**Heightened 7th :** The duration increases to 1  
hour.

SPELL 10

SoM, 118

NULLIFY

ABJURATION

CASTING TIME	COMPONENTS	RANGE
☞	S, V	120FT
TARGET	TRIGGER	
TRIGGERING SPELL	SPELL <= 9TH LVL C	

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