

FEAR THE SUN

TRANSMUTATION

CASTING TIME



COMPONENTS

S, V

RANGE

30FT

SAVING THROW

FORTITUDE

TARGET

1 CREATURE

You cause the creature's vision to become particularly 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 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.

