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BURNING BEAM

Target One creature or object within medium range

A fiery beam leaps from your hand. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage.

Attack Roll 20+ The target also becomes blinded for 1 round.

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LIGHT

Target One object you can reach

Duration 1 hour

You touch the target, and light shines from it in a 5-yard radius for the duration.

SHADOW 119

UTILITY 0

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FLASH

Target One sighted creature within short range

A flash of brilliant light appears before the target. Make a Will attack roll against the target's Perception. On a success, the target becomes blinded for 1 round.

Attack Roll 20+ The target instead becomes blinded for 1 minute.

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PERSISTANT LIGHT

Target One object you can reach

Duration 8 hours

You touch the target, and light shines from it in a 10-yard radius for the duration.

SHADOW 119

UTILITY 1

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RAINBOW BURST

Target A point in space within medium range

A glowing speck flies in a straight line from your fingertip toward the target. When it reaches that point, or if it encounters a solid creature or object before then, it explodes in colorful lights. The lights spread through a 1-yard-radius sphere centered on the target or on a point in the creature's or object's space. Each sighted creature in the area must succeed on a Perception challenge roll or become dazed for 1 round.

SHADOW 119

ATTACK 1

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DAWN

Area A sphere with a 10-yard radius centered on a point within long range

Duration 1 hour

Sunlight spreads through the area for the duration, ending magical shadows or darkness in the area created by spells of rank 2 or lower.

SHADOW 119

UTILITY 2

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SUNRAYS

Target Up to three creatures or objects within medium range

Three blazing beams fly from your hand, divided as you choose among the targets. For each beam, make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage. If it can see, it also becomes impaired for 1 round.

Attack Roll 20+ The target takes 1d3 extra damage.

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RADIATION

Area A sphere with a 3-yard radius centered on a point within long range

Duration 1 minute

A dim green glow spreads through the area, turning darkness to shadows for the duration. Everything in the area takes 1d6 damage when you cast the spell and at the end of each round thereafter for the duration. Each creature that takes damage in this way must make a Strength challenge roll. On a failure, it becomes fatigued for 1 round and is slowed while fatigued in this way. On a success, the creature takes half the damage.

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STARFALL

Target A point in space within medium range

A mote of white light appears anywhere within range and streaks toward the target. When it reaches that point, or if it encounters a solid creature or object before then, it explodes. Flames spread through a 3-yard-radius sphere centered on the target or on a point in the creature's or object's space, dealing $2d6 + 2$ damage to everything in the area. Each creature in the area must make a Strength challenge roll. It becomes impaired for 1 round on a failure, or just takes half the damage on a success.

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NOVA

Area A sphere with an 8-yard radius centered on a point you can reach

Brilliant light explodes to spread through the area. Each creature in the area other than you takes 2d6 + 2 damage and must make a Strength challenge roll. It becomes blinded for 1 round on a failure, or just takes half the damage on a success.

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SUNBEAM

Area A line, 25 yards long and 1 yard wide, originating from a point you can reach

You loose a beam of brilliant, blazing light from your hand, dealing $3d6 + 3$ damage to everything in the area. Each creature that takes damage in this way must make a Strength challenge roll. It becomes blinded for 1 minute on a failure, or just takes half the damage on a success.

SHADOW 120

ATTACK 5

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