

OBLITERATION BEAM

9th-level evocation (Sorcerer, Wizard)

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a diamond worth at least 800gp)

Duration: 1 round

You emit a massive beam of bright, powerful energy in a line 500 feet long and 25 feet wide that blasts away all in its deadly path. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 11d10 radiant damage and 11d10 force damage, is pushed 50 feet away from you, and is knocked prone. On a success, a creature takes half as much damage and is not pushed or knocked prone.

Until the end of your next turn, the area emits bright light for 500 feet and dim light for an additional 500 feet.

The spell damages and pushes objects in the area.

SPELL VARIANTS: OBLITERATION BEAM

GLACIAL TIDE

9th-level conjuration (Sorcerer, Wizard)

Changes: The spell deals cold damage instead of radiant damage and doesn't shed light, but the area is difficult terrain for the duration. Rather than a beam of energy, the spell conjures a wave of ice, snow, and glacial water propelled by magical force, crushing and freezing those in its path. The ice, snow, and water vanishes when the spell ends.

THUNDERSTORM TORNADO

9th-level transmutation (Sorcerer, Wizard)

Changes: The spell deals lightning damage instead of radiant damage and thunder damage instead of force damage, and it doesn't shed light. The beam is a roaring cyclone filled with rumbling thunder and lightning.

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