

# Magic of Primordial Wrath

*“The world is wrought with the mightiest forces ever witnessed. Raising mountains, roiling seas, volcanic eruptions, these are but the daily expressions of power as easy to her as breathing is to you or me. How did I become worthy of her blessings to wield them as I do? Well, small one, I simply asked politely.”*

- Ionia, on the source of her magic.

Presented here are four new Epic spells for the Epic prestige class, the Primordial. Being Epic spells, they provide astounding new powers, combat abilities, and role playing opportunities for your Epic characters. In addition, these spells help develop areas of the Primordial that were lacking, such as their comparative power to other epic spellcasters, as well as giving them a more diverse group of spells to choose from. Archon's can also benefit from these spells, as they can select their Epic spells known from any spell list.

## Bottomless Pit

Tier 2 Epic Transmutation (Cleric, Druid)

*Casting Time:* 1 action

*Range:* 300 ft.

*Components:* V, S, M (An ancient xorn claw)

*Duration:* Instantaneous

A pit opens in a 30-ft. radius, 200-ft. deep cylinder centered on a point within range as the earth falls away at alarming speed. The pit can only be formed in an area that contains stone or

earth. Areas containing metal or liquid are unaffected. The walls of the pit are sheer cliffs made up the material surrounding the spell's area. Creatures, objects, and structures within the area fall to the bottom of the pit. Flying creatures up to 100 ft. above the area of the spell must succeed on a Strength saving throw or fall to the bottom of the pit.

## Caldera

Tier 1 Epic Transmutation (Druid, Wizard)

*Casting Time:* 1 action

*Range:* 90 ft.

*Components:* V, S, M (Magma from the core of the Elemental Plane of Fire)

*Duration:* Concentration, up to 10 minutes

You superheat the ground of an area within range, reducing it to molten lava. The area of the lava consists of up to 25 5-ft. squares of solid ground, which you can arrange as you wish. Each square must have at least one side adjacent to the side of another square. These spaces are considered difficult terrain for the duration of the spell.

When a creature enters the affected area for the first time on its turn or starts its turn there, it takes 12d8 points of fire damage and must succeed on a Strength saving throw or become restrained as it sinks into the lava.

On each of your turns until the spell ends, you can use your action to cause the area affected by this spell to undergo an eruption, projecting lava 50 ft. into the air and into squares adjacent

to the spells area. Creatures in the spells area take 12d8 fire damage, and creatures in the area affected by the eruption must succeed on a Dexterity saving throw or take 12d8 fire damage. A successful save halves the damage.

If a creature is completely within the affected area when the spell ends, the slag hardens and the creature must succeed on a Strength saving throw or become restrained as they become trapped in the rock. A creature restrained in this manner can use its action attempt a Strength ability check against a DC of 20 to free itself.

If the spell's area contains a part of a non-magical object or structure, it is destroyed.

#### At Higher Levels

Casting this spell at a higher Tier increases the number of squares this spell effects by 25. additional squares per Tier beyond Tier 1 and increases damage done by the spells area by 4d8 fire damage per Tier beyond Tier 1, and damage done by the eruption by 4d8 per Tier beyond Tier 1.

## Equinox

Tier 3 Epic Evocation (Druid)

*Casting Time:* 1 action

*Range:* Self (60 ft. radius)

*Components:* V, S, M (A blossom from the first spring, or a leaf from the first autumn)

*Duration:* Concentration, up to 10 minutes

When you cast this spell, you can choose to invoke the glory of the first spring in existence, or the melancholy of the first autumn.

If you invoke spring, all plant life blooms all around you, and the area is lit as if it was the middle of a spring afternoon, dispelling all darkness. You and all allies within range gain 20d10 hit points when you first cast equinox and at the beginning of each of your turns while the spell persists. In addition, all allies in range gain immunity to the blinded, deafened, exhaustion, petrified, poisoned, and stunned conditions.

If you invoke fall, plants wither and die around you, trees shed their leaves, and a chill wind blows all around as the area becomes dimly lit, dispelling all non-Epic magical light within the radius. Enemies within the area lose 20d10 hit points when you cast the spell, and at the beginning of each of your turns for the duration. Finally, for the duration, all enemies in the area lose any immunity to the exhaustion, petrified, poisoned, and stunned conditions gained from non-Deific sources.

## Lifehunter Lance

Tier 1 Epic Conjuration (Druid, Wizard)

*Casting Time:* 1 action

*Range:* 300 ft.

*Components:* S, M (The spine of an undead mantichore)

*Duration:* Instantaneous

With a gesture, you hurl a spine imbued with necrosis, which seeks out a living target of your choice within range with unerring precision. You need not be aware of the creature to select it as a target, though you must have a specific target in mind. If the creature you wish to target is not in range of the spell, you may

select a new target, or the spell fails. A creature targeted by this spell must succeed on a Constitution saving throw or take  $15d6 + 60$  necrotic damage. A successful saving throw instead deals 60 necrotic damage to the creature.

#### **At Higher Levels**

Increasing the Tier of this spell increases the necrotic damage dealt on a successful or failed saving throw by 40.