

FIREBALL I (40)

CAST A THROWN FIREBALL THAT EXPLODES ON IMPACT IN A 15FT RADIUS. CREATURES THAT TAKE DAMAGE START BURNING.

2D12



4

•LEVEL 2

AOE RADIUS INCREASED TO 20FT.

•LEVEL 4

CREATURES THAT DO NOT TAKE DAMAGE STILL BEGIN BURNING.

•LEVEL 6

DEAL 3D12 DAMAGE INSTEAD.

•LEVEL 8

AOE RADIUS INCREASED TO 25FT.

FIREWALL (70)

CREATE A LINGERING WALL OF FIRE UP TO 30FT LONG. THE WALL LASTS 3 ROUNDS, BLOCKS VISION, AND DAMAGES CREATURES THAT MOVE THROUGH IT.

1D12



3

•LEVEL 2

THE WALL NOW LASTS 4 ROUNDS.

•LEVEL 4

MAXIMUM WALL LENGTH INCREASED TO 40FT.

•LEVEL 6

TARGETS DAMAGED BEGIN TO BURN.

•LEVEL 8

THE WALL CAN NOW BEND ONCE, ADDING AN EXTRA NEW SEGMENT.

NAPALM BLAST (55)

TARGET AN AREA OR CREATURE WITHIN 50 FT. THE AREA TARGETED IGNITES INTO A 15FT INFERNO FOR 3 ROUNDS.

1D12



3

•LEVEL 2

AOE RADIUS INCREASED TO 20FT.

•LEVEL 4

THE INFERNO NOW LASTS 4 ROUNDS.

•LEVEL 6

DEAL AN EXTRA 1D8 DAMAGE PER HIT.

•LEVEL 8

CREATURES THAT DO NOT TAKE DAMAGE STILL BEGIN BURNING.