

## FIRE BARRAGE (80)

CREATE A FLAMING RIFT ABOVE YOUR HEAD THAT LOBS FIRE TOWARDS ENEMIES IN A 45FT CONE THAT LASTS 3 ROUNDS

3D8



5

### •LEVEL 2

CONE LENGTH INCREASED TO 60FT.

### •LEVEL 4

DAMAGE INCREASED TO 3D12.

### •LEVEL 6

NOW LASTS 4 ROUNDS.

### •LEVEL 8

CONE ANGLE INCREASED TO 60°.

## FIREBALL II (80)

CAST A HIGH VELOCITY FIREBALL THAT CAN TRAVEL UP TO 150FT AND EXPLODES ON IMPACT IN A 25FT RADIUS.

3D20



3

### •LEVEL 2

BLAST RADIUS INCREASED TO 30FT.

### •LEVEL 4

DAMAGE INCREASED TO 4D20.

### •LEVEL 6

NOW APPLIES THE BURNING EFFECT.

### •LEVEL 8

BLAST RADIUS INCREASED TO 40FT.

## HEAT SURGE (50)

CREATE A BLAST OF HEAT IN A 50FT RADIUS AROUND YOU. ENEMIES CAUGHT IN THE BLAST BEGIN BURNING AND TAKE DAMAGE

1D20



3

### •LEVEL 2

AOE RADIUS INCREASED TO 60FT.

### •LEVEL 4

NOW REDUCES ENEMY ARMOR VALUE BY 1T.

### •LEVEL 6

ADD ANOTHER 1D12 OF DAMAGE.

### •LEVEL 8

REDUCES ENEMY ARMOR VALUE BY 2T.

## TORRENT (60)

CAST A SWIFT BARRAGE OF FIREBALLS IN A SMALL 15FT CONE IN FRONT OF YOU.

3D20



3

### •LEVEL 2

CONE RANGE INCREASED TO 25FT.

### •LEVEL 4

NOW APPLIES THE BURNING EFFECT TO HIT ENEMIES.

### •LEVEL 6

NOW APPLIES THE BURNING EFFECT EVEN IF ENEMIES TAKE NO DAMAGE.

### •LEVEL 8

CONE ANGLE INCREASED TO 60°.