



## 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.



## 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°.



RADIANT (S)

FOR THE NEXT 5 ROUNDS, ENEMIES WITHIN  
50FT OF YOU BEGIN BURNING AND  
TAKE DAMAGE

1D8



5 0

HELL'S CORE (S)

4D20

CREATE A MASSIVE 75FT EXPLOSION OF FIRE  
AROUND YOU. ALL TARGETS HIT BEGIN BURNING.



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