

# Wall of Fire



180'



1 round/level



Creates a curtain of fire. One side of the wall deals 2d4 fire damage to creatures within 10' and 1d4 fire damage to those within 20' each round. It deals 2d6 +1/level fire damage to any creature passing through it. The wall deals double damage to undead.

The wall is either a sheet of flame extending up to 20' per caster level, or a ring with a radius up to 5' per caster level. It is up to 20' tall.

Any creature caught within the wall when it appears takes 2d6 +1/level fire damage (save vs. Spells to take 2d4 damage instead).



BF 34

