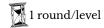
## Wall of Fire





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



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