

Fireball



100'+10'/level



instantaneous



Create an explosion of flame that deals 1d6 fire damage per caster level to every creature within a spherical volume with 20' radius (save vs. Spells for half).

The caster points a finger and a pea-sized bead streaks from the pointing digit and blossoms into the fireball at a point indicated by the caster. If the caster attempts to send the bead through a narrow passage he or she must roll a missile attack to hit the opening, or else the bead strikes the barrier and detonates prematurely.



BF 21

