***Fire spells:***

Fireball (*Arcane*):

Lvl1: Deals X fire damage

Lvl2: Deals X fire damage

Lvl3: Deals X fire damage, 30% chance to deal 10% of damage to all other body parts

Lvl4: Deals X fire damage, 40% chance to deal 10% of damage to all other body parts

Lvl5: Deals X fire damage, 50% chance to deal 10% of damage to all other body parts

Fissure (*Nature):*

Lvl1: Deal X fire damage to all body parts

Lvl2: Deal X fire damage to all body parts

Lvl3: Deal X fire damage to all body parts, 20% chance to burn

Lvl4: Deal X fire damage to all body parts, 30% chance to burn

Lvl5: Deal X fire damage to all body parts, 40% chance to burn

Holy fire *(divine)*:

Lvl1: Deal X fire damage, removes afflictions, dealing 10% extra for each one

Lvl2: Deal X fire damage, removes afflictions, dealing 12% extra for each one

Lvl3: Deal X fire damage, removes afflictions, dealing 15% extra for each one

Lvl4: Deal X fire damage, removes afflictions, dealing 18% extra for each one

Lvl5: Deal X fire damage, removes afflictions, dealing 20% extra for each one

Boil Blood (*demonic)*

Lvl1: Deal X fire damage, 10% extra for each wounded body part on target

Lvl2: Deal X fire damage, 10% extra for each wounded body part on target

Lvl3: Deal X fire damage, 15% extra for each wounded body part on target

Lvl4: Deal X fire damage, 20% extra for each wounded body part on target

Lvl5: Deal X fire damage, 25% extra for each wounded body part on target

Blackfire (*Eldritch)*

Lvl1: Deal X fire damage, has a 30% to chill

Lvl2: Deal X fire damage, has a 40% to chill

Lvl3: Deal X fire damage, has a 50% to chill and a 10% to curse

Lvl4: Deal X fire damage, has a 50% to chill and a 20% to curse

Lvl5: Deal X fire damage, has a 50% to chill and a 30% to curse

***Fire Rituals***:  
  
Create Bonfire (*nature)*:  
Lvl1: Create a bonfire that lasts for 4 hours. Mishap: Take fire damage  
Lvl2: Create a bonfire that lasts for 6 hours. Mishap: Take fire damage  
Lvl3: Create a bonfire that lasts for 8 hours. Cooking rotten food removes the rot. Mishap: Take fire damage  
Lvl4: Create a bonfire that lasts for 10 hours. Cooking rotten food removes the rot. Mishap: Take fire damage  
Lvl5: Create a bonfire that lasts for 12 hours. Cooking rotten food removes the rot. Mishap: Take fire damage  
  
Fire Wall (*arcane)*:  
Lvl1: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage during the first round of combat. Mishap: Take fire damage  
Lvl2: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage during the first round of combat. Mishap: Take fire damage  
Lvl3: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage and have a 30% chance to be burned during the first round of combat. Mishap: Take fire damage  
Lvl4: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage and have a 45% chance to be burned during the first round of combat. Mishap: Take fire damage  
Lvl5: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage and have a 60% chance to be burned during the first round of combat. Mishap: Take fire damage  
  
Aura of Incineration (*divine)*:  
Lvl1: At the end of your turn, deal X fire damage to enemies. Only one aura can be active at a time. Lasts until next rest. Mishap: Take fire damage  
Lvl1: At the end of your turn, deal X fire damage to enemies. Only one aura can be active at a time. Lasts until next rest Mishap: Take fire damage  
Lvl1: At the end of your turn, deal X fire damage to enemies with a 10% chance to burn. Only one aura can be active at a time. Lasts until next rest Mishap: Take fire damage  
Lvl1: At the end of your turn, deal X fire damage to enemies with a 15% chance to burn. Only one aura can be active at a time. Lasts until next rest Mishap: Take fire damage  
Lvl1: At the end of your turn, deal X fire damage to enemies with a 20% chance to burn. Only one aura can be active at a time. Lasts until next rest Mishap: Take fire damage  
  
  
  
Volcanic Glyph (*arcane)*:  
Lvl1: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 10% damage as fire and granting it +1 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon  
Lvl2: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 15% damage as fire and granting it +1 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon  
Lvl3: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 20% damage as fire and granting it +2 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon

Lvl4: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 25% damage as fire and granting it +3 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon

Lvl5: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 30% damage as fire and granting it +4 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon

Molten Aegis (*arcane)*:  
Lvl1: Cover yourself with burning coals, reducing all incoming damage by 1 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce fire resistance  
Lvl2: Cover yourself with burning coals, reducing all incoming damage by 1 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce fire resistance  
Lvl3: Cover yourself with burning coals, reducing all incoming damage by 2 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce fire resistance  
Lvl4: Cover yourself with burning coals, reducing all incoming damage by 3 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce fire resistance  
Lvl5: Cover yourself with burning coals, reducing all incoming damage by 4 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce fire resistance  
  
Archdemon Form *(switches body parts to a new set) (eldritch)*:  
Lvl1: Does nothing. Mishap: Summon hostile demon  
Lvl2: Does nothing. Mishap: Summon hostile demon  
Lvl3: Transform yourself into an Archdemon. Only one form can be active at a time. Mishap: Summon hostile demon  
Lvl4: Transform yourself into an Archdemon. Only one form can be active at a time. 5% of permanent changes. Mishap: Summon hostile demon  
Lvl5: Transform yourself into an Archdemon. Only one form can be active at a time. 10% of permanent changes. Mishap: Summon hostile demon