### **Fire Wizard**

One of the major drawbacks of the Fire Wizard subclass is that they rely on existing fire for the first few levels. Until the Pyromancer trait is learned (or the Cursed Fire spell), they will often have to expend a turn to light a fire or make sure that a fire exists to be useful in combat.

Level 1 Spells:

* **Sear:** Heat a nonliving object to 100 degrees Celsius by laying a hand on it. The object stays at this temperature for five minutes and cools down to its normal temperature over the next ten minutes. This spell has the potential to destroy objects. Creatures who touch the object take 2d8 fire damage if heated to full temperature and 1d8 damage in the cooldown period.
* **Flame Throw:** Roll to hit. On a roll of over 11, throw an already existing flame (that you can see) from one location to another. The projectile is a ball with a 3-inch radius, and upon impact deals 1d10 fire damage to everyone within a two-foot radius. This requires the existence of a flame in the environment (size does not matter), meaning that occasionally Fire Wizards will have to expend a turn to light a fire before using flame through.
* **Combust:** Enlarge an existing flame that you can see to have a ten foot radius. Everyone within the radius takes 2d8 fire damage as long as they are in the zone, or half upon a constitution save. Combust does not create a new flame. The fire lasts for two minutes.

Level 2 Spells (5+):

* **Ignite:** Roll to hit. On success, set a living creature within 50 feet on fire. They take 2d12 fire damage per turn until they are able to put the fire out.
* **Snuff Out:** Put out all fire within a 100-foot radius. It does not matter whether it is created by you or an enemy.
* **Cursed Fire:** Create a small orb of cursed flame in your hand. This lasts for five turns and cannot be destroyed without strong magic or the Snuff Out spell. Cursed fire can be manipulated in the same way as normal fire. It deals 1d10 extra damage to people touching the cursed flame.

Level 3 Spells (11+):

* **Inferno**: Cast a whirlwind of fire (20ft radius) in any location in a 150ft radius. The inferno lasts for 3 turns and deals 3d10 fire damage per turn to all creatures, allies included. All people affected may roll a constitution save to take half damage. No roll to hit required.
* **Summon Fire Elemental:** Summon a fire elemental to fight for you for six turns. The elemental has 50 health, deals 2d8 damage on hit, and has a 15 AC. If it lands the killing blow on an enemy, it stays around for an additional three turns. The fire elemental can only be summoned if there is some sort of fire nearby and the party is in combat.

Level 4 Spells (16+):

* **Damnation:** Cast one creature (demigods included) of your choosing into Hell. While there, they take an extreme amount of damage (depending on the current state of Hell), see unspeakable horrors, and come back with the Fear, Horror, Curse, and Damned debuffs. Add an additional +5 on roll to hit.
* **Meteor:** Summon a massive meteor to land in a location that you can see. Most terrain (except that protected by strong or divine magic) is destroyed by the meteor. Allies take damage from the meteor as well. All people affected may roll a constitution save to take 3/4 damage. No roll to hit required.
  + 100-foot radius: 15d12 fire / force damage. Become crushed under the meteor and become unable to move until excavated.
  + 250-foot radius: 10d12 fire / force damage.
  + 500-foot radius: 5d12 fire / force damage.
  + 1000-foot radius: 2d12 fire / force damage.

Elemental Traits:

* **Fire Immunity:** Become immune to fire damage for the rest of the game. You will still take half damage if the fire damage is paired with another type of damage.
* **Pyromancer:** Become able to create fire on any inanimate object within a ten foot radius as a bonus action. If placed on a living creature’s clothing, they may use a turn to remove the clothing before being affected by fire damage.

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### **Storm Wizard**

While Storm Wizard spells are generally weaker than those of other wizard classes, storm wizards operate using both ice and lightning damage, meaning that they can often get around immunities that enemies may possess.

Level 1 Spells:

* **Rainstorm:** It begins raining in a half-mile radius around you. This rainstorm may take up to five minutes to begin, depending on your environment, and does not work in Hell.
* **Freeze:** Roll to hit. On hit, freeze a living creature. While frozen, they cannot move, but can still cast spells and attack enemies within five feet (or use ranged weapons). They must roll a constitution save to become unfrozen.
* **Icicle Hand:** Transform your dominant hand into an icicle. You may stab people with the icicle without fear of it breaking, and the icicle deals 1d10 ice / piercing damage. This lasts for three turns, and if you successfully stab the same enemy with all three turns, they take an extra 3d10 ice damage.

Level 2 Spells (5+):

* **Lightning Bolt:** Roll to hit. On hit**,** Summon a lightning bolt from the heavens to strike an enemy that you can see. They take 3d8 lightning damage and unless passing a constitution save, are stunned for one turn.
* **Electric Rain:** If it is raining, charge raindrops with electricity. Everyone in the rainstorm (allies included) takes 1d6 lightning damage per turn for eight turns. *This ability cannot be canceled once cast.*
* **Flood:** Create a wave of water that sweeps through an area you designate and begins in the first area out of your eyesight. The further away the wave begins, the larger it is and the more damage it does. At a certain distance away, you may be unable to control the size and/or damage of the spell, so use it wisely. *The flood deals half damage to allies*.

Level 3 Spells (11+):

* **Summon Storm Elemental:** Summon a storm elemental to fight for you for six turns. The elemental has 50 health, deals 2d8 damage on hit, and has a 15 AC. If it lands the killing blow on an enemy, it stays around for an additional three turns. The storm elemental can only be summoned if there is some sort of water nearby and the party is in combat.
* **Tornado:** Create a tornado with a twenty-foot radius that you are able to control for three turns. You must concentrate to control the tornado, and if your concentration is broken, it will vanish after one more turn. The tornado deals 3d8 force damage per turn, but enemies can avoid damage on a constitution saving throw. *If it is raining during the creation of the tornado, it deals 4d8 force damage instead.*

Level 4 Spells (16+):

* **Entomb:** Seal a creature within ice for the next month. This only takes effect if they do not pass a Constitution saving throw (DC 18). During this time, they drop to 1 health, but do not die, and are conscious of the events around them. Entomb instantly kills fire-based creatures. *Huge or larger creatures cannot be entombed*.
* **Hurricane:** Create a hurricane in *any place you have been before*. The hurricane lasts for ten turns and deals 2d10 ice / force damage per turn to all people within who fail a Constitution saving throw. Its radius is 500 feet. If a creature is damaged by the hurricane twice in a row, they also take the preceding turn’s damage.

Elemental Traits:

* **Ice Immunity**: Become immune to ice damage for the rest of the game. You will still take half damage if the ice damage is paired with another type of damage.
* **Lightning Immunity:** Become immune to lightning damage for the rest of the game. You will still take half damage if the lightning damage is paired with another type of damage.
* **Underwater Breathing:** Become able to breathe underwater. Grant one ally of your choice the ability to breathe underwater while you are submerged in water. This ends once you exit the water.

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### **Radiance Wizard**

Radiance wizards operate in the middle ground between wizard and Bard, occasionally acting as a healer for the rest of the party. However, they have the capability to deal powerful damage in certain situations. They also grant buffs and debuffs to allies and enemies, but are limited in their abilities against Good NPCs.

Level 1 Spells:

* **Bless:** Grant an ally the Blessed buff and heal them for 1d8 health. This cannot revive them from the dead.
* **Blind**: Roll to hit. On hit, deal 1d8 radiant damage to all enemies within sixty feet that can see you and give them the Blinded debuff for two turns. *Once blinded, an enemy cannot be blinded again by this spell in combat.*
* **Heaven’s Guidance:** If pursuing a goal that the DM determines to be good in nature, receive a minor bit of assistance in the form of advice, divine guidance, healing for 1d8 health, or the answer to a minor dilemma. *This can only be cast once per long rest.*

Level 2 Spells (5+):

* **Smite:** Roll to hit. On hit, deal 3d8 radiance damage to all enemies with Neutral or Evil morality in a 50 foot radius. They receive the Cursed debuff if they are evil. *Smite can only be used once per combat.*
* **Grace**: Heal 2 allies below half health to half health, or revive one unconscious ally to 5 health. *Once revival is used, healing is the only option.*
* **Illuminate:** Reveal any hidden or camouflaged traps or enemies within 100 feet. Everyone in the party gains +4 to Insight rolls for the next 2 turns.

Level 3 Spells (11+):

* **Summon Angel:** Summon an angel to fight for you for five turns. The angel has 50 health, deals 3d8 damage on hit, and has a 15 AC. The angel only attacks Evil or Chaotic Neutral enemies.
* **Shackles:** The enemy you target must make a constitution saving throw. If failed, they take 1d8 radiant damage for four turns. They are stunned for one turn, blinded and rooted for the second turn, rooted only for the third turn, and slowed for the fourth and fifth turns after cast. *Shackles cannot be used on Good enemies*.

Level 4 Spells (16+):

* **Beatification:** Send a creature of your choosing to Heaven. They return from Heaven completely healed, fully rested, and with a variety of buffs. No roll is necessary to perform this spell.
* **The Last Judgment:** All Evil and Neutral creatures in the vicinity will have their lives judged by Valarius. If they succeed in the judgment, they will receive the Blessed buff and are healed to half health if below half health. If they fail the judgment, they take 15d10 radiant damage. *Evil creatures cannot cast The Last Judgment*.

Elemental Traits:

* **Ass Kisser**: Regardless of your actions within the campaign, you will be considered a Good creature for the rest of the game by everyone you encounter, including the gods. Congratulations, you made it.
* **Healer**: From now on, any healing in your party receives a 1d6 bonus, regardless of whether it is performed by you or someone else. This only occurs when within 50 feet of you.
* **Holy Struggle:** Any damage you deal to Evil enemies is increased by 50%. Any damage you deal to Undead enemies, Summoned Enemies, or Warlocks is increased by 100%.