fire

Control Flame

Target One Size 1 or smaller flammable object within short range

The target catches fire or you extinguish the flame if it's already burning.

Shadow 127 Utility 0

Shadow of the Demon Lord © 2016 Schwalb Entertainment, LLC

fire

Flame Missile

Target One creature or object within long range

You loose a fiery missile at the target. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

Shadow 128 Attack 0

Shadow of the Demon Lord © 2016 Schwalb Entertainment, LLC

fire

Fire Blast

Area A cone, 3 yards long, originating from a point you can reach

Flames rush out from your hand, dealing 3d6 damage to everything in the area. Each creature in the area takes half the damage with a success on an Agility challenge roll.

Shadow 128 Attack 1

Shadow of the Demon Lord © 2016 Schwalb Entertainment, LLC

fire

Meteor

Target A point in space within medium range

You hurl a fiery stone. When it reaches the target, or if it encounters a solid creature or object before then, it explodes. Flames spread through a 1-yard-radius sphere centered on the target or on a point in the creature's or object's space, dealing 2d6 + 2 damage to everything in the area. Each creature in the area takes half the damage with a success on an Agility challenge roll.

Shadow 128 Attack 1

Shadow of the Demon Lord © 2016 Schwalb Entertainment, LLC

fire

Flame Ward

Target One creature you can reach

Duration 1 hour

You touch the target. For the duration, it takes half damage from fire.

Shadow of the Demon Lord © 2016 Schwalb Entertainment, LLC

fire

Fiery Volley

Target Up to three creatures or objects within medium range

You loose three fiery missiles, divided as you choose among the targets. For each missile, make a Will attack roll against the target's Agility. On a success, the target takes 1d6 + 1 damage.

Attack Roll 20+ The target takes 1d3 extra damage.

Shadow 128 Attack 2

Shadow of the Demon Lord © 2016 Schwalb Entertainment, LLC

fire

Flaming Shroud

Duration 1 minute

Flames envelop you for the duration, shedding bright light in a 10-yard radius around you. The flames are warm but do not harm you or anything you wear or carry.

For the duration, you take half damage from cold and you cannot become fatigued from exposure to cold temperatures. As well, when a creature touches you or gets a success on an attack roll against you using a melee weapon, it takes 1d6 damage from fire.

Shadow of the Demon Lord © 2016 Schwalb Entertainment, LLC

fire

Fireball

Target A point in space within long range

You fling a globe of fire. When it reaches the target, or if it encounters a solid creature or object before then, it explodes. Flames spread through a 5-yard-radius sphere centered on the target or on a point in the creature's or object's space, dealing 5d6 damage to everything in the area. Each creature in the area takes half the damage with a success on an Agility challenge roll.

Shadow 128 Attack 3

Shadow of the Demon Lord © 2016 Schwalb Entertainment, LLC

fire

Immolate

Target One creature or object within medium range

The target smolders and threatens to burst into flames. Make a Will attack roll against its Agility. On a success, the target takes 4d6 damage and catches fire.

Attack Roll 20+ The target takes 2d6 extra damage.

Shadow 128 *Attack 3*

Shadow of the Demon Lord © 2016 Schwalb Entertainment, LLC

fire

Wall of Flames

Area A shapeable line 10 yards long, 5 yards tall, and 1 yard wide originating from a point within long range

Duration 1 minute

Flames fill the area for the duration, partially obscuring everything in and behind it. Creatures or objects in the area when you cast the spell or that enter it take 3d6 damage. At the end of each round for the duration, each creature and flammable object in the area takes 3d6 damage, and each within short range of the area's edge takes 1d6 damage unless it gets a success on a Strength challenge roll.

Shadow 128 Attack 4

Shadow of the Demon Lord © 2016 Schwalb Entertainment, LLC

fire

Bind Flame Genie

Target A cube of fire, 2 yards on a side, originating from a point within long range

Duration 1 minute

At the end of the round in which you cast this spell, the target becomes a Size 2 **flame genie**. You cannot voluntarily end this spell. When the genie appears, make a Will attack roll against its Will. The genie becomes compelled for the duration on a success, or becomes hostile to you on a failure.

Shadow 128 Utility 5

Shadow of the Demon Lord © 2016 Schwalb Entertainment, LLC