Level 4 Spells

**Explosive Cascade**

**Evocation** [Fire]  
**Level**: Sorcerer 4, Wizard 4,  
**Components**: V, S, M,  
**Casting Time**: 1 action  
**Range**: Close (25 ft. + 5 ft./2 levels)  
**Effect**: 1-ft.-radius sphere  
**Area**: One 5-ft.-square/level, all of which must be connected in one continuous path (S)  
**Duration**: Instantaneous  
**Saving Throw**: Reflex half  
**Spell Resistance**: Yes  
**Material Component**: Bat guano, sulfur, and copper packed into a metal tube with one closed end  
**Source**: Magic of Faerun

You cause a bright ball of flame to bound and skip across the battlefield, damaging targets within its area.

The area is the path of the flame, and it deals 1d6 hit points of fire damage per caster level (maximum 10d6) to all creatures and objects within its area.  
The flame lights up the area as if it were a torch. Small sparks and decaying flames remain in the area for 1 round, shedding light as candles but dealing no damage. If the damage from the flame destroys an interposing barrier, the flame can move beyond the barrier if it has not reached its maximum area.

**Force Missiles**

FORCE MISSILES  
Evocation [Force]  
Level: Sorcerer/wizard 4  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Targets: Up to four creatures, no two  
of which are more than 30 ft. apart  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: Yes

*Sparking bolts of blue magic, like giant magic missiles, streak from your outstretched hand to strike your foes and explode in sparkling bursts.* You create powerful missiles of magical force, each of which darts from your fingertips and unerringly strikes its target, dealing 2d6 points of damage. The missile then explodes in a burst of force that deals half this amount of damage to any creatures adjacent to the primary target. The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. A caster cannot single out specific parts of a creature. The spell can target and damage unattended objects. You gain one missile for every four caster levels. You can make more than one missile strike a single target, if desired. However you must designate targets before rolling for spell resistance or damage.