

Burning Hands

1st-Level Evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Spell Lists: Sorcerer, Wizard

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