

# PRODUCE FLAME

EVOCATION - ATTACK, FIRE

CASTING TIME



COMPONENTS

S, V

RANGE

30FT

TARGET

1 CREATURE

A small ball of flame appears in the palm of your hand, and you lash out with it either in melee or at range. Make a spell attack roll against your target's AC.

This is normally a ranged attack, but you can also make a melee attack against a creature in your unarmed reach. The flame deals fire damage equal to 1d4 + your spellcasting ability modifier.

**Heightened +1 :** Increase the damage by 1d4 and the persistent damage on a critical hit by 1d4.

**Critical Success :** The target takes double damage and 1d4 persistent fire damage.

**Success :** The target takes full damage.