









ends, the creature can use an action to exhale

energy of the chosen type in a 15-foot cone.

Each creature in that area must make a

cold, fire, lightning, or poison. Until the spell

its mouth, provided it has one. Choose acid,

with the power to spew magical energy from

You touch one willing creature and imbue it

Dexterity saving throw, taking 3d6 damage of

the chosen type on a failed save, or half as

much damage on a successful one.

V, S

Range 120 FT

1 ACTION

CON 1 MIN

V, S, M

Range TOUCH

Casting Time 1 BONUS

1 54 - XGE

DRAGON'S BREATH





When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.



