

# PRODUCE FLAME

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
TOME PACT  
WIZARD

## *Conjuration cantrip*

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10ft radius and dim light for an additional 10ft. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30ft of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

**At Higher Levels:** This spell's damage increases by 1d8 when you reach 5<sup>th</sup> level (2d8), 11<sup>th</sup> level (3d8), and 17<sup>th</sup> level (4d8).



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

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