

FLAMING SPHERE

2nd level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: ☉ 1 minute

BARBARIAN
BARD
LIGHT DOMAIN
DRUID
ELDRITCH KNIGHT
MONK
PALADIN
RANGER
ARC. TRICKSTER
SORCERER
WARLOCK
WIZARD

A 5ft-diameter sphere of fire appears in an unoccupied space of your choice. Any creature that ends its turn within 5ft of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30ft. If the sphere hits a creature, that creature must make the saving throw, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5ft tall and jump it across pits up to 10ft wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20ft radius and dim light for an additional 20ft.

At Higher Levels: 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.



VERBAL



SOMATIC



MATERIAL

A bit of tallow, a pinch of brimstone, and powdered iron

PLAYER'S
HANDBOOK

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