

# WALL OF FIRE

4<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: © 1 minute

You can make the wall up to 60ft long, 20ft high, and 1 foot thick, or a ringed wall up to 20ft in diameter, 20ft high, and 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10ft of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

**At Higher Levels:** When you cast this spell using a spell slot of 5<sup>th</sup> level or higher, the damage increases by 1d8 for each slot level above 4<sup>th</sup>.

BARBARIAN  
BARD  
LIGHT DOMAIN  
DRUID  
ELDRITCH KNIGHT  
FOUR ELEMENTS  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
FIEND  
WIZARD



VERBAL



SOMATIC



MATERIAL

A small piece of phosphorus

PLAYER'S  
HANDBOOK

285