

FIREBALL

CASTING TIME 1 action	RANGE 150 feet
COMPONENTS V, S, M	DURATION Instantaneous

a tiny ball of bat guano and sulfur

A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot radius must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Wizard

3rd level Evocation