

Fireball



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.

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Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny ball of bat guano and sulfur)

Duration: Instantaneous

Evocation