

Scorching Ray



You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

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Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Evocation