

# Burning Hands



## Alteration

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: ½

When the wizard casts this spell, a jet of searing flame shoots from his fingertips. His hands must be held so as to send forth a fan-like sheet of flames: The wizard's thumbs must touch each other and the fingers must be spread. The burning hands spell sends out flame jets 5 feet long in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of the flames suffers 1d3 points of damage, plus 2 points for each level of experience of the spellcaster, to a maximum of 1d3+20 points of fire damage. Those successfully saving vs. spell receive half damage. Flammable materials touched by the fire burn (for example, cloth, paper, parchment, thin wood, etc.). Such materials can be extinguished in the next round if no other action is taken.

Notes: Common spell (PHB)