

# Halo of Flame

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self (10-foot radius, 5-foot wide ring)

**Components:** V, S

**Duration:** Instantaneous

A ring of flame ignites above your head, and then springs outward, coming to rest in a burning circle. The circle is composed of a 5-foot wide line of flame, curving to form a 10-foot radius ring around you. Each creature you choose within the area must make a Dexterity saving throw. On a failed save, a creature takes 4d6 fire damage, or half as much on a successful save.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

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