

Ice Storm

March 6, 2023



4th-level evocation

Casting Time: 1 action

Components: VSM a pinch of dust and a few drops of water

Range: 300 feet

Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 20-foot radius, 40-foot high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.