

ICE KNIFE

CONJURATION - DAMAGE

CASTING TIME	COMPONENTS	RANGE/AREA
	S, M	60FT / 5FT
DURATION	SAVE	PREPARED
INSTANTANEOUS	DEX []	[]

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

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