

# Ice Storm



300'+30'/level



1 round



Causes great magical hailstones to pound down, dealing 5d6 damage to all creatures in a 20' radius around the target spot (save vs Spells for half). The ice storm fills a vertical volume of 40', so creatures higher than that distance above the target spot are unaffected. A -20% penalty applies to each Listen roll made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects. Any creature naturally resistant to cold takes half damage.



BF 24

