

# OTILUKE'S FREEZING SPHERE

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

6<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 300ft
- ⌚ Duration: Instantaneous

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60ft-radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage. If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30ft square. This ice lasts for 1 minute.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, the damage increases by 1d6 for each slot level above 6<sup>th</sup>.



VERBAL



SOMATIC



MATERIAL

*A small crystal sphere*