

SLEET STORM

3rd level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 150ft
- ⌚ Duration: ☉ 1 minute

BARBARIAN
BARD
TEMPEST DOMAIN
DRUID
ELDRITCH KNIGHT
MONK
PALADIN
RANGER
ARC. TRICKSTER
SORCERER
WARLOCK
WIZARD

Until the spell ends, freezing rain and sleet fall in a 20ft tall cylinder with a 40ft radius centred on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone. If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.



VERBAL



SOMATIC



MATERIAL

A pinch of dust and a few drops of water