

WALL OF ICE

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

6th level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: ☉ 10 minutes

You create a wall of ice as a hemispherical dome or a sphere with a radius of up to 10ft. Or you can shape a flat surface made up of ten 10ft square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration. If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, the creature takes 10d6 cold damage, or half as much damage on a successful save.

See PHB for more information.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the damage the wall deals when it appears increases by 2d6, and the damage from passing through the sheet of frigid air increases by 1d6, for each slot level above 6th.



VERBAL



SOMATIC



MATERIAL

A small piece of quartz