

ICE STORM

4th level evocation

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

A hail of rock-hard ice pounds to the ground in a 20ft-radius, 40ft-high cylinder centred on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

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



VERBAL



SOMATIC



MATERIAL

A pinch of dust and a few drops of water

PLAYER'S
HANDBOOK

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