

Snilloc's Snowball Storm



A flurry of magic snowballs erupts from a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

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Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of ice or a small white rock chip)

Duration: Instantaneous

Evocation