DUALINK

Winter's Bite

Spell



Runeterra Edition

Winter's Bite

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S, M (a shield or holy symbol)

Duration: Instantaneous

You hurl a wave of supernatural frost forward in a straight line 30 feet long and 5 feet wide.

Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 4d8 cold damage and its speed is reduced by 10 feet until the end of its next turn. On a successful save, the creature takes half damage and suffers no additional effects.

The frost clings briefly to armor and weapons before evaporating. If a creature fails the saving throw by 5 or more, it has disadvantage on attack rolls until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Spell Lists. Paladin, Cleric, Druid, Warlock (Hexblade), Fighter (Eldritch Knight), and similar DM approved martial caster hybrids.