Pillar of Salt

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a drop of lantern oil and a pinch of sulfur)

Duration: Instantaneous

You deliver a mote of divine wrath to a point you can see within range. Each creature you choose in a 10-foot radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 7d6 necrotic damage, or half as much on a successful save. If this damage reduces a target which failed its saving throw to 0 hit points, it is transformed into a pillar of salt.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

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