

# Frost Fingers



Freezing cold blasts from your fingertips in a 15-foot cone. Each creature in that area must make a Constitution saving throw, taking 2d8 cold damage on a failed save, or half as much damage on a successful one.

The cold freezes nonmagical liquids in the area that aren't being worn or carried.

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

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**Casting Time:** 1 action  
**Range:** Self (15-foot cone)  
**Components:** V, S  
**Duration:** Instantaneous

*Evocation*