

Icingdeath's Frost



A burst of icy cold energy emanates from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and is covered in ice for 1 minute or until a creature uses its action to break the ice off itself or another creature. A creature covered in ice has its speed reduced to 0. On a successful save, a creature takes half as much damage with no additional effects.

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

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Casting Time: 1 action
Range: Self (15-foot cone)
Components: S, M (a vial of meltwater)
Duration: Instantaneous

Evocation