

# Ray of Frost



A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

**At Higher Levels.** The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

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Ray of Frost



**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

*Evocation*