

# Cone of Cold

*5th-Level Evocation*

**Casting Time:** 1 action

**Range:** Self (60-foot cone)

**Components:** V, S, M a small crystal or glass cone

**Duration:** Instantaneous

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

**Spell Lists:** Druid, Sorcerer, Wizard

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