Frigid blade

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, M (melee weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell’s range, otherwise the spell fails. On a hit, the attack does damage as normal, except that the entire attack deals cold damage instead of its normal type. Additionally, the target is covered in a brittle frost until the start of your next turn. If the target willingly moves before then, you can use your reaction to deal 1d8 cold damage to the target, ending the spell.

At 5th level, the melee attack and secondary damage each deal an additional 1d8 cold damage. Both damage rolls increase by 1d8 at 11th level (2d8/3d8), and 17th level (3d8/4d8).

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