

MOONLIGHT RAY

EVOCATION - COLD, GOOD, LIGHT

CASTING TIME



COMPONENTS

S, V

RANGE

120FT

TARGET

1 CREATURE

You unleash a holy beam of freezing moonlight. Make a ranged spell attack. The ray deals 5d6 cold damage; if the target is a fiend or undead, you deal an extra 5d6 good damage. Moonlight ray's cold damage is Silver damage for the purposes of weaknesses, resistances, and the like.

Heightened +1 : The cold damage increases by 2d6, and the good damage against fiends and undead increases by 2d6.

Critical Success : The target takes double cold damage, as well as double good damage if a fiend or undead.

Success : The ray deals full damage.