

# CHILLING DARKNESS

EVOCATION - DARKNESS, EVIL, EVOCATION

CASTING TIME



COMPONENTS

S, V

RANGE

120FT

TARGET

1 CREATURE

You shoot an utterly cold ray of darkness tinged with unholy energy. Make a ranged spell attack against the target. You deal 5d6 cold damage, plus 5d6 evil damage if the target is a celestial.

If the ray passes through an area of magical light or targets a creature affected by magical light, chilling darkness attempts to counteract the light. If you need to determine whether the ray passes through an area of light, draw a line between yourself and the spell's target.

**Heightened +1 :** The cold damage increases by 2d6, and the evil damage against celestials increases by 2d6.

**Critical Success :** The target takes double damage.

**Success :** The target takes full damage.