

MOONLIGHT RAY

EVOCATION - COLD, GOOD, LIGHT

CASTING TIME



COMPONENTS

S, V

RANGE

120FT

TARGET

1 CREATURE

You focus your gaze on a creature and gain a flash of divine insight into its nature. If the creature has any weaknesses, you learn them, as well as which of its three saving throw modifiers is lowest. You also learn an inherent understanding of its movements and gain a +2 status bonus to your next attack roll (or skill check made as part of an attack action) against that foe before the end of your turn. The target is then temporarily immune to vision of weakness for 1 day.

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

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.
