

ADMONISHING RAY

NECROMANCY - ATTACK, NONLETHAL

CASTING TIME



COMPONENTS

S, V

RANGE

60FT

TARGET

1 CREATURE

A ray of energy bludgeons your target into submission without causing lasting harm. When you cast this spell, you choose whether the ray feels like a strong punch or slap. Make a spell attack roll. The ray deals 2d6 bludgeoning damage.

Heightened +1 : The damage increases by 2d6.

Critical Success : The target takes double damage.

Success : The target takes full damage.