

Chaos Bolt



You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes $2d8 + 1d6$ damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below.

(1- Acid, 2- Cold, 3- Fire, 4- Force, 5- Lighting, 6- Poison, 7- Psychic, 8- Thunder.)

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again.

A creature can be targeted only once by each casting of this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, each target takes $1d6$ extra damage of the type rolled for each slot level above 1st.

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Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Evocation