

RIP THE SPIRIT

NECROMANCY - DEATH, NEGATIVE

CASTING TIME



COMPONENTS

S, V, M

RANGE

30FT

SAVING THROW

FORTITUDE

TARGET

1 LIVING CREATURE

You supernaturally rip the spirit from a living creature's body, dooming the target to pain and death.

❖ **(somatic)** The spell targets one living creature in range.

❖❖ **(somatic, verbal)** The spell targets one living creature in range and the damage is 10d6 negative instead of 5d6.

❖❖❖ **(material, somatic, verbal)** The spell targets all living creatures in a 30-foot emanation.

Heightened +1 : The amount of damage increases by 1d6, or by 2d6 for the 2-action version.

Failure : drained 1