

GRIM TENDRILS

NECROMANCY - NEGATIVE

CASTING TIME



COMPONENTS

S, V

RANGE

20FT LINE

SAVING THROW

FORTITUDE

Tendrils of darkness curl out from your fingertips and race through the air. You deal 2d4 negative damage and 1 persistent bleed damage to living creatures in the line. Each living creature in the line must attempt a Fortitude save.

Heightened +1 : The negative damage increases by 2d4, and the persistent bleed damage increases by 1.

Critical Success : The creature is unaffected.
Success : The creature takes half the negative damage and no persistent bleed damage.

Failure : The creature takes full damage.

Critical Failure : The creature takes double negative damage and double persistent bleed damage.