

HARM

BARBARIAN
BARD
CLERIC
DRUID
FIGHTER
MONK
PALADIN
RANGER
ROGUE
SORCERER
WARLOCK
WIZARD

6th level necromancy

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

You unleash a virulent disease on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.



VERBAL



SOMATIC

MATERIAL

PLAYER'S
HANDBOOK

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