

# RAY OF ENFEEBLEMENT

2<sup>nd</sup> level necromancy

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: © 1 minute

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends. At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

271