

Finger of Death

March 6, 2023



7th-level necromancy

Casting Time: 1 action

Components: VS

Range: 60 feet

Duration: Instantaneous

You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a Constitution saving throw. It takes $7d8 + 30$ necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid killed by this spell rises at the start of your next turn as a [zombie](#) that is permanently under your command, following your verbal orders to the best of its ability.