

Ray of Enfeeblement

March 6, 2023



2nd-level necromancy

Casting Time: 1 action

Components: VS

Range: 60 feet

Duration: Concentration, up to 1 minute

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.