

# Finger of Death

*7th-Level Necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**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.

**Spell Lists:** Sorcerer, Warlock, Wizard

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