

Abi-Salzim's Horrid Wilting



You draw the moisture from every creature in a 30-foot cube centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. Constructs and undead aren't affected, and plants and water elementals make this saving throw with disadvantage. A creature takes 10d8 necrotic damage on a failed save, or half as much damage on a successful one.

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Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a bit of sponge)

Duration: Instantaneous

Necromancy