

# Ray of Sickness



A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

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**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S  
**Duration:** Instantaneous

*Necromancy*