

## EXHAUSTION NECROMANCIES

### RAY OF FATIGUE

3rd-level necromancy (Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

A purple coil of energy streaks from your hand toward a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 5d8 necrotic damage and gains one level of exhaustion, and until the spell ends, the target suffers the penalties for at least 3 levels of exhaustion at all times unless it is immune to exhaustion.

At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

Exhaustion caused by this spell is removed from a creature when it finishes a short or long rest with food and water to snack on.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

### FRAILITY

9th-level necromancy (Cleric, Druid, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (smoke and a turtle shell in a box)

**Duration:** Concentration, up to 1 minute

Your magic corrupts the health of one creature you can see within range. The target takes 8d6 necrotic damage and must make a Constitution saving throw. On a failed saving throw, the target's exhaustion level is increased to 4 and can't be reduced below 4, and it has disadvantage on Constitution checks, Constitution saving throws, and death saving throws, all lasting for the duration. This spell has no effect on undead or constructs.

The target repeats the saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails saves three times, it stops making saving throws against the spell. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If you maintain your concentration on this spell for the entire possible duration, the frailty becomes permanent. It can only be ended by *greater restoration*, *heal*, or *wish* cast as a 9th-level spell.