Finger of Death

7-level necromancy

Casting Time: 1 action
Range: 60 feet
Duration: instantaneous

You unleash negative energy toward a creature you can see within range. The target makes a Constitution saving throw, taking 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 (see "Monsters") that follows your verbal orders.

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