



Toll the Dead 5e

A necromancy cantrip that drained the life force of creatures, especially ones who had been recently hurt



Overview

Toll The Dead Damage

It's an attacking spell and the effect of this spell is different at certain levels.

Should a Warlock use Eldritch Blast or Toll the Dead?

Situational. If I were facing a low-Wisdom fighter (making assumptions about there, sorry fighter) then Toll the Dead might be better if they're already wounded. Against another spell-caster I might suggest Eldritch Blast. Also, Eldritch blast's force damage means it's less likely the target will be resistant or immune, plus the double range is always nice.

Should a Wizard use Fire bolt or Toll the Dead?

I definitely lean toward Toll the Dead here. Fire bolt has a better range but if that's not an issue, go for the necrotic damage, especially if the target is wounded.



The spell required only verbal and somatic components.

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Attributes



A spell from Xanathar's Guide

Page: 169 from Xanathar's Guide To Everything

Necromancy

Level: **Cantrip**

Casting time: **1 Action**

Range: **60 feet**

Components: **V, S**

Duration:

Instantaneous

Guidelines

The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).



A Warlock, Wizard, Cleric, spell