DUALINK

Fatal Strike

Spell



Solo Leveling Edition

Fatal Strike

3rd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You channel deadly precision into your weapon, turning every strike into a calculated execution.

While the spell lasts, once per turn when you hit with a finesse or one-handed melee weapon:

- The attack deals an extra 2d8 damage and crits on a roll of 19–20.
- If the target is below 25% of its hit points, it must make a Constitution saving throw (DC = 8 + your proficiency bonus + your spellcasting modifier, or STR/DEX if you have no spellcasting ability) or take an additional 4d8 damage.

Rogues can apply Sneak Attack with this strike even if its usual conditions aren't met.

The spell ends early if you miss all your attacks on a turn or become incapacitated.

Spell Lists. Fighter (Eldritch Knight), Rogue (Arcane Trickster), Ranger, Warlock (Hexblade).

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