Inflict Wounds

March 6, 2023

1st-level necromancy
Casting Time: 1 action
Components: VS
Range: Touch
Duration: Instantaneous
Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.