

Inflict Wounds



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.

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Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Necromancy