

Sapping Sting

Necromancy Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You sap the vitality of one creature you can see in range. The target must succeed on a Constitution saving throw or take 1d4 necrotic damage and fall prone.

At Higher Levels: This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Spell Lists: Wizard (dunamancy)

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