

HEAL

NECROMANCY - HEALING, POSITIVE

CASTING TIME	COMPONENTS	RANGE
	VARIES	VARIES

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

❖ (somatic) The spell has a range of touch.

❖❖ (somatic, verbal) The spell has a range of 30ft. If you're healing a living creature, increase the HP restored by 8.

❖❖❖ (material, somatic, verbal) You disperse positive energy in a 30ft emanatino. This targets all living and undead creatures in the burst.

Heightened +1 : The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.
