

# CURE WOUNDS

EVOCATION - HEALING

CASTING TIME



COMPONENTS

S, V

RANGE

ROUGH

DURATION

INSTANT

PREPARED

[       ]

A creature you touch regains a number of hit points equal to  $1d8 +$  your spellcasting ability modifier. This spell has no effect on undead or constructs.

*At Higher Levels:* When you cast this spell using a spell slot of 2nd level or higher, the healing increases by  $1d8$  for each slot level above 1st.