

CURE WOUNDS

EVOCATION - HEALING

CASTING TIME



COMPONENTS

S, V

RANGE

TOUCH

HEALING

1D8 + MOD

PREPARED

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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.