

# HEAL

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

6<sup>th</sup> level evocation

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: Instantaneous

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.

**At Higher Levels:** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, the amount of healing increases by 10 for each slot level above 6<sup>th</sup>.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

250