

## Aura of Life



Life-preserving energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) has resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, a non-hostile, living creature regains 1 hit point when it starts its turn in the aura with 0 hit points.

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**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V

**Duration:** Concentration, up to 10 minutes

*Abjuration*