

Aura of Vitality



Healing energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.

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Casting Time: 1 action
Range: Self (30-foot radius)
Components: V
Duration: Concentration, up to 1 minute

Evocation