

Cure Wounds



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.

1



Cure Wounds



Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Evocation