

# Healing Elixir



You create a healing elixir in a simple vial that appears in your hand. The elixir retains its potency for the duration or until it's consumed, at which point the vial vanishes.

As an action, a creature can drink the elixir or administer it to another creature. The drinker regains  $2d4 + 2$  hit points.

1



## Healing Elixir



**Casting Time:** 1 minute

**Range:** Self

**Components:** V, S, M (alchemist's supplies)

**Duration:** 24 hours

*Conjuration*