

Healing Spirit



You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range. The spirit looks like a transparent beast or fey (your choice).

Until the spell ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can't heal constructs or undead.

As a bonus action on your turn, you can move the Spirit up to 30 feet to a space you can see. The spirit can heal a number of times equal to 1 + your spellcasting ability modifier (minimum of twice). After healing that number of times, the spirit disappears.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases 1d6 for each slot level above 2nd.

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Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Conjuration