# Cure Wounds

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|---|---|
| Level | 1st |
| CASTING TIME | 1 Action |
| RANGE/AREA | Touch |
| COMPONENTS | V, S |
| DURATION | Instantaneous |
| SCHOOL | Evocation |
| ATTACK/SAVE | None |
| DAMAGE/EFFECT | Healing |

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.

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