

# Cure Wounds

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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