

NEW AREA HEALING SPELLS

HEALING WAVE

3rd-level evocation (Artificer, Bard, Cleric, Druid, Ranger, Paladin)

Casting Time: 1 action

Range: Self (15 feet)

Components: V, S

Duration: 1 round

You swirl with restorative energy that washes over you and nearby allies in waves. You and up to five other creatures of your choice within 15 feet of you regain a number of hit points equal to $1d4 +$ your spellcasting ability modifier. In addition, at the start of your next turn, you and up to five other creatures of your choice within 15 feet of you regain hit points again in the same way (you roll again).

This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the healing increases by 1 (both waves) for each slot level above 3rd.

ZONE OF RESTORATION

6th-level evocation (Bard, Cleric, Druid)

Casting Time: 1 action

Range: 60 feet

Components: V, S

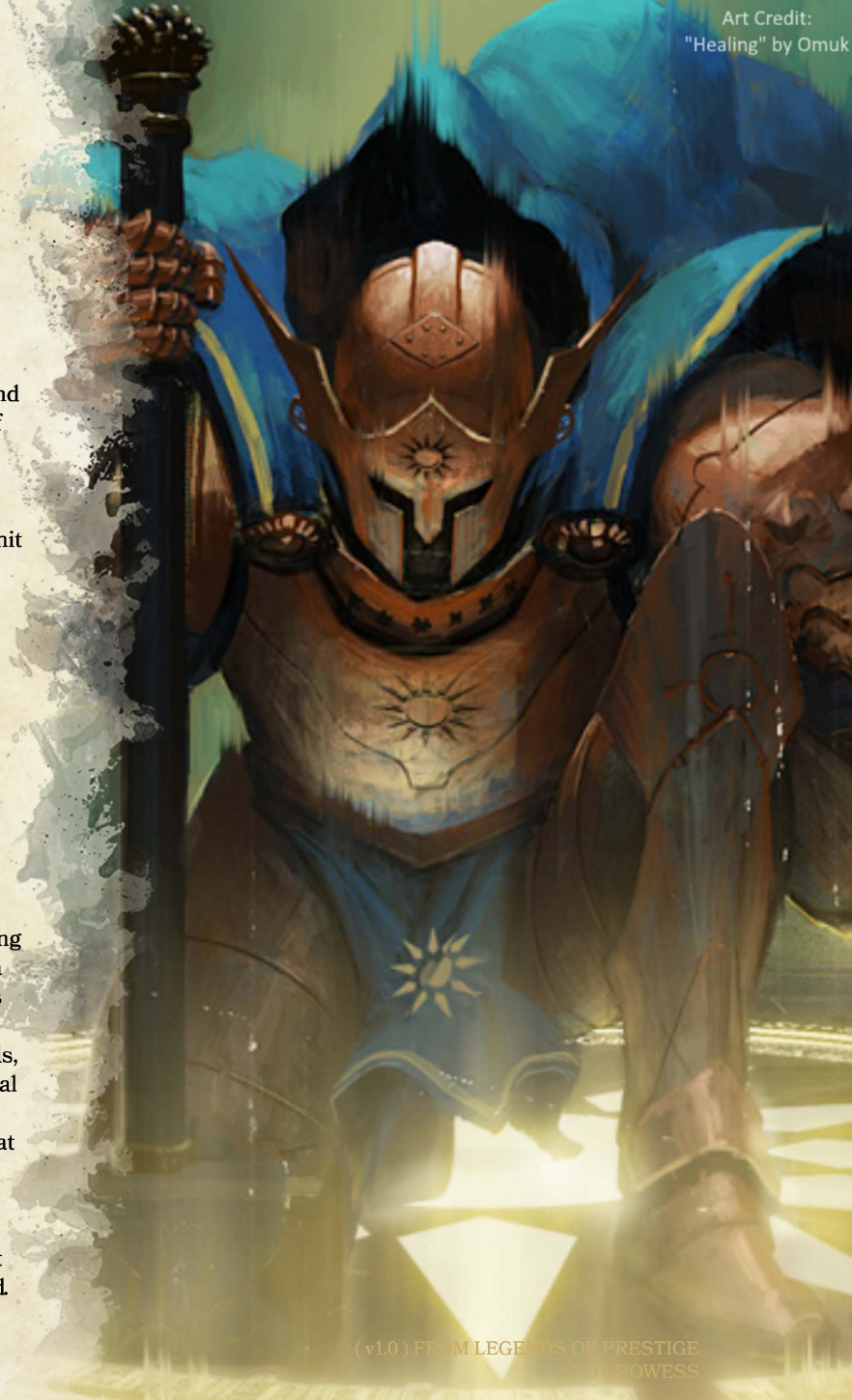
Duration: Concentration, up to 1 minute

With an incantation of power, you create an area of healing magic in the shape of a 25-foot radius sphere centered on a point you choose that you can see within range. The area is filled with dim light and glittering dust for the duration.

If a creature ends its turn in the area before the spell ends, you can choose to have it regain a number of hit points equal to $2d4 +$ your spellcasting ability modifier. If it has already regained hit points from this casting of the spell, it gains that many temporary hit points instead.

When the spell ends, all temporary hit points granted by this spell disappear, but up to ten creatures of your choice each regain hit points equal to the number of temporary hit points granted by this spell that it had when the spell ended.

This spell has no effect on undead or constructs.



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