

Aura of Vitality

3rd-Level Evocation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 1 minute

Healing energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.

Spell Lists: Cleric, Druid, Paladin

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