



NATURAL HEALING SPELLS

RENEWAL

Transmutation cantrip (Artificer, Bard, Cleric, Druid)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (clean water and dressing)

Duration: Instantaneous

You gently apply vital magic to one creature that you touch, causing its body to accelerate its natural healing. The target can expend hit dice and regains hit points as if it had done so during a short rest. The minimum number of hit points the target regains from each hit die expended this way equals your Spellcasting modifier.

The maximum number of hit dice a creature can expend through this spell before it finishes a long rest is equal to its Constitution modifier (minimum of 1), no matter how many times the spell is cast or who casts it.

At 5th level, the limit on hit dice expended per long rest is increased by one hit die. At 11th level it is increased by one more hit die, and at 17th level it is again increased by one.

GREATER RENEWAL

4th-level transmutation (Artificer, Bard, Cleric, Druid, Ranger)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Your magic forces one willing creature that you can see within range to expend great energy as you kindle its body's natural healing processes for an instant. You can cure one poison or disease afflicting the target. The target also gains one level of exhaustion and regains hit points equal to 25 + your spellcasting modifier (minimum +1) + a number of d6s equal to the target's Constitution modifier (minimum 1d6).

This spell has no effect on constructs, undead, or creatures that are naturally immune to exhaustion.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hit points restored increases by 2d6 for each slot level above 4th.

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