

Spare The Dying

cantrip necromancy

- **Casting Time:** 1 action
- **Range:** Touch
- **Target:** A living creature that has 0 hit points
- **Components:** V S
- **Duration:** Instantaneous
- **Classes:** Cleric
- You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

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