

Enya's Spell Tome



Spell Catalysts

Your background allows you to cast both pyromancies and nature-based miracles. To cast pyromancies, you summon an extension of your soul into your hand as a warm flame. You cannot lose your pyromancy flame, but you need a free hand to summon it. To cast miracles, you own a saint tree bellvine, which is a branch of white flowers grafted from a sacred tree in the Great Swamp. You can tie it to your belt, but miracles cast by a chime require both hands to pray with it. The saint tree bellvine reduces the cooldown for the Gentle Prayer cantrip to only 6 seconds.



Spell Slots and Features

Level	Proficiency Bonus	Features	Summer Balm	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	+2	Summer Balm	1d6	2	-	-	-	-	-	-	-	-
2	+2	Domain Feature (1)	1d6	3	-	-	-	-	-	-	-	-
3	+2	Channel Divinity (1)	1d6	3	1	-	-	-	-	-	-	-
4	+2	Ability Score Improvement	2d6	3	2	-	-	-	-	-	-	-
5	+3	Domain Feature (2)	2d6	4	2	-	-	-	-	-	-	-
6	+3	Channel Divinity (2)	3d6	4	2	1	-	-	-	-	-	-
7	+3	-	3d6	4	3	1	-	-	-	-	-	-
8	+3	Ability Score Improvement	4d6	4	3	2	-	-	-	-	-	-
9	+4	Domain Feature (3)	4d6	4	3	2	1	-	-	-	-	-
10	+4	Channel Divinity (3)	5d6	4	3	2	1	-	-	-	-	-
11	+4	-	5d6	4	3	3	2	-	-	-	-	-
12	+4	Ability Score Improvement	6d6	4	3	3	2	1	-	-	-	-
13	+5	Domain Feature (4)	6d6	4	3	3	3	2	-	-	-	-
14	+5	Channel Divinity (4)	7d6	4	3	3	3	2	1	-	-	-
15	+5	-	7d6	4	3	3	3	2	2	-	-	-
16	+5	Ability Score Improvement	8d6	4	3	3	3	3	2	1	-	-
17	+6	Domain Feature (5)	8d6	4	3	3	3	3	2	2	-	-
18	+6	Channel Divinity (5)	9d6	4	4	3	3	3	2	2	1	-
19	+6	Ability Score Improvement	9d6	4	4	3	3	3	2	2	1	1
20	+6	Summon Arch Tree	10d6	5	4	3	3	3	3	2	2	1



Summer Balm

You host a pool of vitality that you can bestow upon your allies. As a bonus action, you can spend any number of dice from your "summer balm" reserves (number of d6 = $\frac{1}{2}$ your level) to heal that ally within 30 ft. You restore these dice after a short rest.



Domain Features

Your devotion to nature grants you certain abilities as listed on the next page. You unlock each ability in subsequent order and accumulate these buffs (keeping each ability you already unlocked).



Channel Divinity

You can call for aid and draw power from the spirits of nature. Spend an action to infuse your healing miracles with green light, causing any excess healing to be added as temporary HP for 10 minutes. Alternatively, you can cast Turn Undead (wisdom saving throw against your spell DC). You restore these uses after a long rest.



Summon Arch Tree

The Witch of Izalith burned down the Arch Trees during the Age of Ancients. Defy her heresy by summoning an ancient stone Arch Tree from the depths, which links all creatures within 60 ft. Any damage dealt to enemies is evenly distributed as healing to your allies, and any healing done to your allies is evenly distributed amongst them.

Nature Domain Features



Your affinity for nature grants vitality to your surroundings. During a short rest, plants and medicinal herbs spring to life, producing 2d10 Mossfruit for you to distribute among your allies, or other herbs used to treat pertinent ailments. They expire after 8 hours.



Beckon nature to your will. As a reaction, you can summon a vine that can pull one creature to its center point, with a range of 20 ft. If the creature is unwilling, it must make a dexterity saving throw against your spell save DC to dodge the vine's grapple. The vine persists for one minute, and you can use this ability by expending one of your Summer Balm dice.



Nature is wild and untamed. You gain advantage on animal handling checks and can also spend one use of your channel divinity to either bless or bane; you can reduce the casting time of a miracle to 1 action or curse a single target to have disadvantage on a type of saving throw of your choice for 1 minute.



Once every 7 days, when you are lowered to zero HP, you can invoke the spirit of the phoenix as a reaction and persist at 1 HP. Like a phoenix, you immediately burst out flames in a 30 ft radius. The flames heal yourself and your allies for 4d8+WIS HP, and deal 8d8+CHA fire damage to all enemies caught in the blast (1/2 damage if they succeed on a dexterity saving throw against your spell save DC).



The will of nature is your own. You automatically succeed any animal handling check and can cast Speak with Plants without expending spell slots. Any of your healing abilities restore lost limbs and cure one negative status effect. Also, you naturally recover one Summer Balm dice every minute.

CANTRIP

ATONEMENT

Components: Verbal, Somatic

Effects: If an ally is attacked within 10 ft of you, the attacker must succeed on a wisdom saving throw against your spell save DC or must attack you instead, or not attack at all.

Range: Self

Target/Area: Self

Casting Time: 1 action

Spell Duration: 1 minute



Combustion

Components: Somatic

Effects: 1 target creature must succeed on a dexterity saving throw against your spell save DC or take 2D4+Cha fire damage. Damage increases by an additional die upon reaching 5th, 11th, and 17th level.

Range: Touch

Target/Area: 1 creature

Casting Time: 1 Action

Spell Duration: Instant

Cantrip



Control Flame

Cantrip

Components: Verbal, Somatic

Effects: You can produce, ignite, or quench a small flame anywhere within range instantly.

Range: 30 ft

Target/Area: 1 object

Casting Time: 1 Action

Spell Duration: Instant



Flash Sweat

Cantrip

Components: Verbal, Somatic

Effects: You or 1 willing creature you touch starts to sweat intensely, granting fire resistance for the duration.

Range: Touch

Target/Area: 1 creature

Casting Time: 1 Action

Spell Duration: 5 Minutes



FORCE

CANTRIP

Components: Verbal, Somatic

Effects: All creatures within the area of effect must succeed on a strength saving throw against your spell save DC or be pushed 5ft back and get knocked prone.

Range: Self

Target/Area: 5 ft radius

Casting Time: 1 action

Spell Duration: Instant



GENTLE PRAYER

CANTRIP

Components: Verbal, Somatic, Chime Catalyst

Effects: You ring your chime to heal 1 creature who can hear within range 1d4+WIS HP. The dice increases by one at levels 6, 8, 12, and 20. However, such prayers are modest and have a cooldown of 36 seconds.

Range: 30 ft

Target/Area: 1 creature

Casting Time: 1 action

Spell Duration: Instant



CANTRIP

GUIDANCE

Components: Verbal, Somatic

Effects: 1 willing creature you touch is filled with holy inspiration and can add 1d4 to any ability check for the duration.

Range: Self

Target/Area: Touch

Casting Time: 1 action

Spell Duration: 1 minute



HOLY LIGHT

Components: Verbal, Somatic

Effects: A heavenly glow emanates from your miracle catalyst for the duration. Any undead within the area must succeed on a wisdom saving throw against your spell save DC or become blinded for the duration.

Range: Self

Target/Area: 30 ft

Casting Time: 1 action

Spell Duration: 1 minute

CANTRIP



Mold Earth

Components: Verbal, Material (1 pebble)

Effects: Bend the earth to your will. You can alter up to 15 ft³ of the earth in one way you desire. For example, you can make the area difficult terrain or fertile soil.

Range: 30 ft

Target/Area: 5 ft³

Casting Time: 1 Action

Spell Duration: Instant



Cantrip

Poison Mist

Components: Verbal, Material (1 purple moss clump)

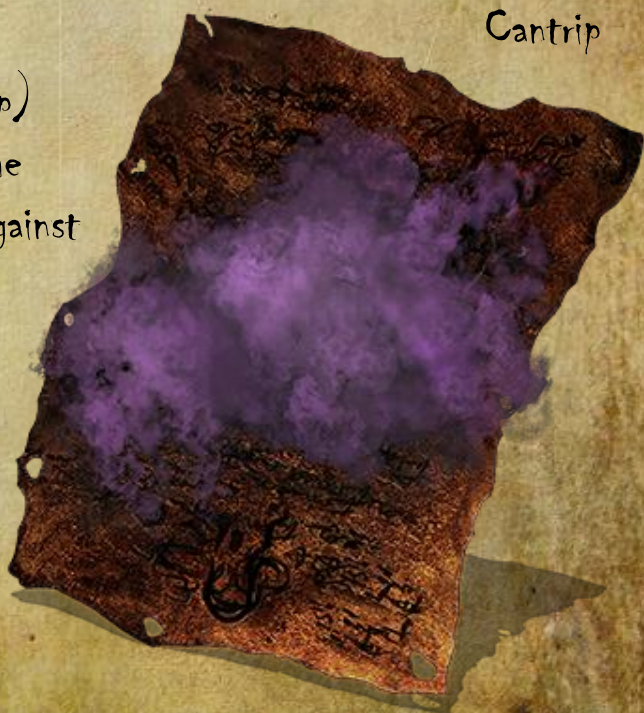
Effects: Any creature that starts its turn within the area must succeed on a constitution saving throw against your spell save DC or become poisoned. The poison cloud acts as partial cover.

Range: 30 ft

Target/Area: 20 ft Sphere

Casting Time: 1 Action

Spell Duration: 1 Minute



Cantrip

SANCTUARY

CANTRIP

Components: Verbal, Somatic

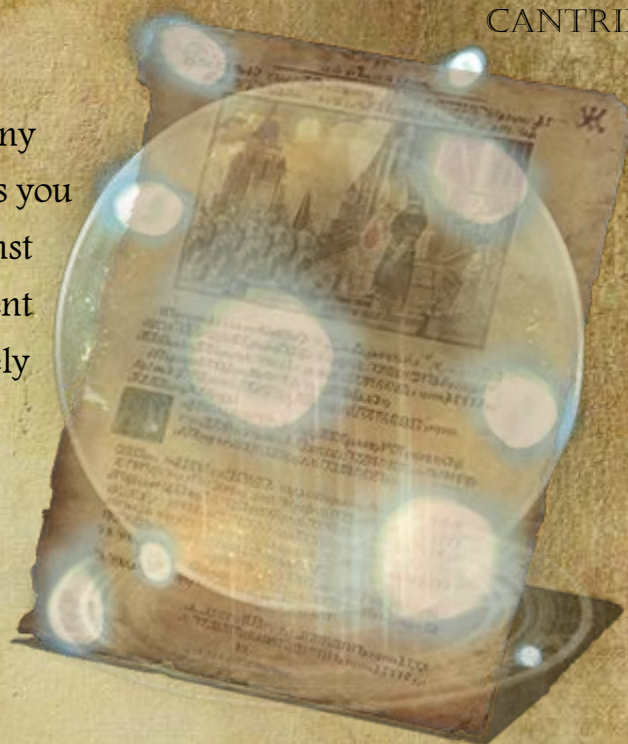
Effects: Protect yourself in a peaceful aureole. Any creature that makes an offensive action towards you must succeed on a charisma saving throw against your spell save DC or else must choose a different target or not attack at all. The effects immediately end if you make an offensive action yourself.

Range: Self

Target/Area: Self

Casting Time: 1 action

Spell Duration: 1 minute



SPARE THE DYING

CANTRIP

Components: Verbal, Somatic

Effects: You touch an unconscious creature and pray for its safety. It immediately becomes stable and no longer needs to make death saving throws (although attacks on the unconscious body still count towards death saves).

Range: Touch

Target/Area: 1 unconscious creature

Casting Time: 1 action

Spell Duration: Instant



Speak with Animals

Cantrip

Components: Verbal

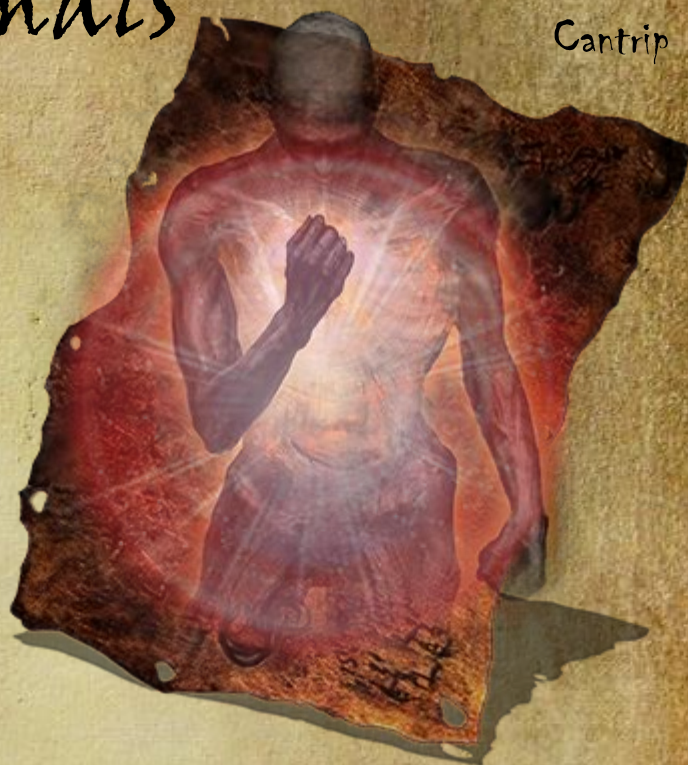
Effects: Gain the ability to speak with animals.

Range: Self

Target/Area: Self

Casting Time: 1 Action

Spell Duration: 10 minutes



WELL OF TEARS

CANTRIP

Components: Verbal, Somatic

Effects: You recount the tale of a mother lamenting over her faithful children who succumbed to death and disease. All willing creatures in the area are cured of poison, toxic poison, frostbite, and bleeding.

Range: Self

Target/Area: 5 ft radius

Casting Time: 2 actions

Spell Duration: Instant



Animal Messenger

Components: Verbal

Effects: Speak a message of up to 25 words, and the physical description of the recipient, and an animal such as a bird will relay that message to the best of its ability, mimicking your voice.

Range: Self

Target/Area: Self

Casting Time: 1 Action

Spell Duration: 7 days, or until completion



Command

Components: Verbal

Effects: Shout one command word at one target creature, who must make a wisdom saving throw against your spell save DC or must perform that action. Some command words include: approach, drop, flee, grovel, halt, etc.

Range: 30 ft

Target/Area: 1 human

Casting Time: 1 Action

Spell Duration: 6 seconds



Fireball

1st Level

Components: Somatic

Effects: Make a ranged spell attack to deal $2D6 + \text{Cha}$ fire damage.

Range: 30 ft

Target/Area: 1 creature

Casting Time: 1 Action

Spell Duration: Instant



Flame Fan

1st Level

Components: Somatic

Effects: Summon a fan of pure flame that can make melee attacks during your bonus action at a range of 10 ft, using your spell attack bonus. Successful strikes with the fan deal $1D4 + \text{Cha}$ fire damage, and push the target back 5 ft.

Range: Self

Target/Area: Self

Casting Time: 1 Action

Spell Duration: 1 Minute



Great Combustion

Components: Somatic

Effects: All creatures must succeed on a dexterity saving throw against your spell save DC or take $2D8 + \text{Cha}$ fire damage.

Range: 5 ft

Target/Area: 5 ft Radius Sphere

Casting Time: 1 Action

Spell Duration: Instant



1st Level

HEAL

Components: Verbal, Somatic

Effects: You recount a simple tale of princess Gwynevere. You heal all allies in the area $2d8 + \text{WIS}$ HP.

Range: Self

Target/Area: 5 ft radius

Casting Time: 2 actions

Spell Duration: Instant



1st LEVEL

Rapport

Components: Verbal, Somatic

Effects: The target must succeed on a wisdom saving throw against your spell save DC (with advantage if it is currently engaged in combat) or become charmed by you for the duration or until you or your companions harm the target.

Range: 30 ft

Target/Area: 1 Target Creature

Casting Time: 1 Action

Spell Duration: 1 Hour

1st Level



SEEK GUIDANCE

Components: Verbal, Somatic

Effects: You pray to your deity for guidance. You can ask 3 yes/no questions. Be aware that deities only have specific spheres of influence, thus they are not omnipotent. Casting this miracle subsequent times within the same day will accrue a cumulative 25% chance for the prayers to go unheard.

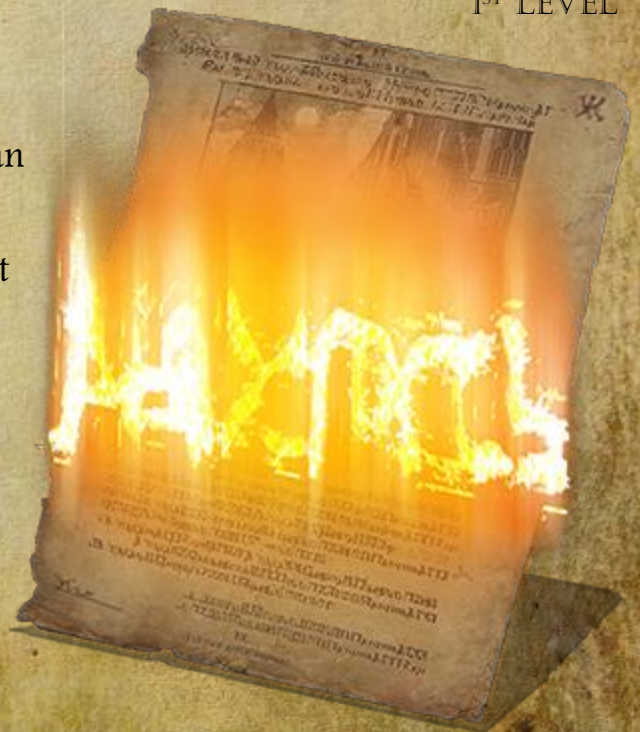
Range: Self

Target/Area: Self

Casting Time: 5 minutes

Spell Duration: Until completion

1ST LEVEL



Sleep

Components: Verbal, Somatic

Effects: This spell sends creatures into a magical slumber. Roll 5d8, the total is how many HP of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current Hit Points.

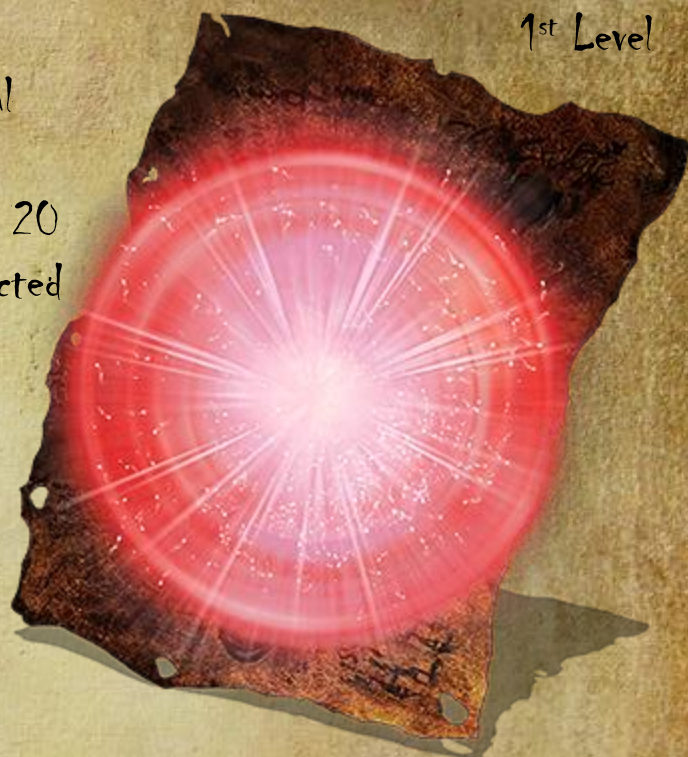
Range: 90 ft

Target/Area: 20 ft radius

Casting Time: 1 Action

Spell Duration: 1 minute

1st Level



Acid Surge

Components: Somatic, Material (1 vial of acid)

Effects: Any creature caught within the area must succeed on a dexterity saving throw against your spell save DC or take 2D6+Cha acid damage and their AC is lowered by 2. Successful saves take half damage and their AC is not lowered.

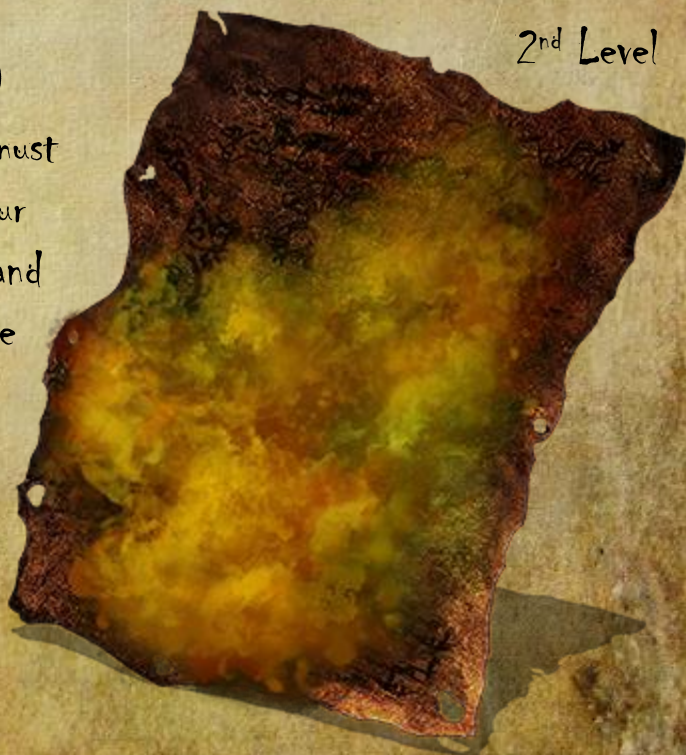
Range: 30 ft

Target/Area: 20 ft Sphere

Casting Time: 1 Action

Spell Duration: Instant

2nd Level



Calm Emotions

Components: Verbal, Somatic

Effects: You attempt to suppress strong emotions.

Targets must make a charisma saving throw. If a creature fails its saving throw, you can suppress any effect causing a target to be charmed or frightened, or you can make a target indifferent about creatures that it is hostile toward. This indifference ends if the target is attacked or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again.

Range: 60 ft

Target/Area: 20 ft radius

Casting Time: 1 Action

Spell Duration: 1 minute

2nd Level



GREAT HEAL EXCERPT

Components: Verbal, Somatic

Effects: You recount part of a tale about Gwynevere's unfaltering love and compassion.

All allies in the area are healed 4d8+WIS HP.

Range: Self

Target/Area: 10 ft radius

Casting Time: 2 actions

Spell Duration: Instant

2ND LEVEL



2ND LEVEL

MAGIC BARRIER

Components: Verbal, Somatic

Effects: You recount a tale of Gwyn's knights war against heretical magic. All allies within range gain resistance to magic damage for the duration.

Range: Self

Target/Area: 5 ft radius

Casting Time: 2 actions

Spell Duration: 1 minute



Profuse Sweat

Components: Verbal, Somatic

Effects: You or 1 willing creature you touch starts to sweat intensely, granting resistance to fire, cold, poison, and acid damage for the duration.

Range: Touch

Target/Area: 1 creature

Casting Time: 1 Action

Spell Duration: 5 Minutes

2nd Level



2ND LEVEL

PROJECTED HEAL

Components: Verbal, Somatic

Effects: You recount a tale of Gwynevere's benevolence that reaches all those who are faithful. Allies in the area are healed $2d8 + \text{WIS HP}$.

Range: 30 ft

Target/Area: 10 ft radius

Casting Time: 1 action

Spell Duration: Instant



RESTORATION

2ND LEVEL

Components: Verbal, Somatic

Effects: You recount a tale of Gwynevere's unconditional forgiveness. All allies in the area are cured of any status ailment excluding blinded, charmed, cursed, exhausted, paralyzed, and stunned.

Range: Self

Target/Area: 5 ft radius

Casting Time: 2 actions

Spell Duration: Instant



Warmth

Components: Somatic

Effects: Place a low-burning, floating orb of fire that emits dim light in the area and heals $1D6 + \text{Cha}$ to anyone who starts their turn within its space. Out of combat it can heal 30 hp to each member of your party over 1 minute.

Range: 5 ft

Target/Area: 5 ft Radius Sphere

Casting Time: 1 Action

Spell Duration: 1 Minute



2nd Level

ZONE OF TRUTH

Components: Verbal, Somatic

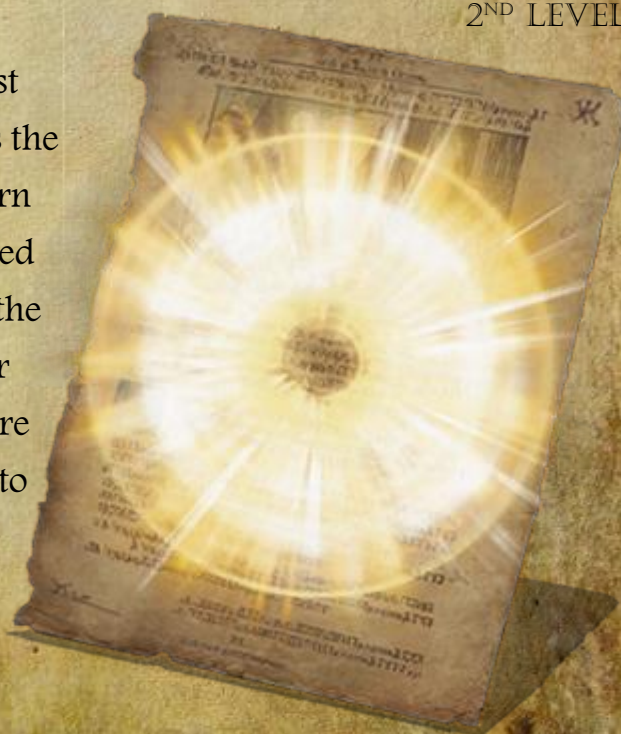
Effects: You create a magical zone that guards against deception. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie.

Range: Self

Target/Area: 30 ft radius

Casting Time: 2 actions

Spell Duration: 10 minutes



2ND LEVEL

BEACON OF HOPE

3RD LEVEL

Components: Verbal, Somatic

Effects: You recount a tale of Gwynevere's inspiration and love, after which you emanate a holy aura that fills allies with determination.

All allies in the area gain advantage on any saving throw for the duration, and any healing effects heal at maximum potential.

Range: Self

Target/Area: 30 ft radius

Casting Time: 2 actions

Spell Duration: 30 seconds (5 rounds)



Carthus Beacon

3rd Level

Components: Verbal, Somatic

Effects: The target is hasted for the duration.

While hasted your speed is doubled, you gain +2 bonus to your AC, you have advantage on dexterity saving throws, and gain an additional action on each of your turns. Once the haste ends you are exhausted and cannot move or take any actions until the beginning of your next turn.

Range: Touch

Target/Area: 1 creature

Casting Time: 1 Action

Spell Duration: 1 Minute



Confusion

Components: Verbal, Somatic

Effects: This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled actions. Each creature must succeed on a Wisdom saving throw. An affected target can't take reactions and must roll 1d10 at the start of each of its turns to determine its behavior for that turn. At the end of each of its turns, targets can remake the save to resist the effects.

Range: 90 ft

Target/Area: 10 ft radius

Casting Time: 1 Action

Spell Duration: 1 minute

3rd Level



GREAT HEAL

Components: Verbal, Somatic

Effects: You recount the entirety of a tale about Gwynevere's unfaltering love. All allies in the area are healed 6d8+WIS HP.

Range: Self

Target/Area: 15 ft radius

Casting Time: 2 actions

Spell Duration: Instant

3RD LEVEL



Iron Flesh

3rd Level

Components: Somatic, Material (1s iron dust)
Effects: For the duration you are resistant to bludgeoning, piercing, thrust, fire, and frost damage. You are immune to poison, petrification, and paralysis. Your weight is quadrupled, and you cannot be knocked prone. However, your speed is halved, and you are vulnerable to lightning damage.
Range: Self
Target/Area: Self
Casting Time: 1 Action
Spell Duration: 1 Minute



REPLENISHMENT

3RD LEVEL

Components: Verbal, Somatic
Effects: You recount a tale of Gwyever's continuous compassion. All allies in the area are granted a HP regeneration effect, which heals 1d4+WIS HP at the end of each of your subsequent turns.
Range: Self
Target/Area: 5 ft
Casting Time: 2 actions
Spell Duration: 1 minute



Fire Whip

Components: Somatic, Material (5 ft rope)

Effects: Summon a whip of pure flame that can make melee attacks during your bonus action at a range of 10 ft, using your spell attack bonus.

Successful strikes with the whip deal $10d8 + \text{Cha}$ fire damage.

Range: Self

Target/Area: Self

Casting Time: 1 Action

Spell Duration: 1 Minute

4th Level



FREE MOVEMENT

Components: Verbal, Somatic

Effects: You pray for a swift guidance. Touch a willing creature with your miracle catalyst.

That creature's movement cannot be hindered by any effects, and it cannot be grappled, paralyzed, petrified, or restrained.

Range: Touch

Target/Area: 1 creature

Casting Time: 1 action

Spell Duration: 1 minute

4TH LEVEL



GREAT MAGIC BARRIER

4TH LEVEL

Components: Verbal, Somatic

Effects: You recount the entirety of a tale about Gwyn's Havel Knights crusading against heretical magic. All allies in the area gain near immunity to magic damage for the duration (80% damage reduction).

Range: Self

Target/Area: 5 ft radius

Casting Time: 2 actions

Spell Duration: 1 minute



GREAT PROJECTED HEAL

4TH LEVEL

Components: Verbal, Somatic

Effects: You recount an extravagant tale of Gwynevere's benevolence that reaches all those who are faithful. Allies in the area are healed 6d8+WIS HP.

Range: 30 ft

Target/Area: 10 ft radius

Casting Time: 1 action

Spell Duration: Instant



RESPLENDENT LIGHT

4TH LEVEL

Components: Verbal, Somatic

Effects: You recount an extensive tale of Gwyever's continuous compassion. All allies in the area are granted a HP regeneration effect, which heals $2d4 + \text{WIS}$ HP at the end of each of your subsequent turns.

Range: Self

Target/Area: 5 ft

Casting Time: 2 actions

Spell Duration: 1 minute



TEARS OF DENIAL

4TH LEVEL

Components: Verbal, Somatic

Effects: You recount an extensive tale about Gwynevere helping others to persevere through hardships. Touch one willing creature with your miracle catalyst, granting them a holy light centered around their heart. If the creature would fall to 0 HP while under the spell's effects, it instead resists at 1 HP and the miracle ends.

Range: Touch

Target/Area: 1 creature

Casting Time: 2 actions

Spell Duration: 8 hours



AWAKEN

5TH LEVEL

Components: Verbal, Somatic

Effects: You recount an extensive tale about Gwynevere's unconditional forgiveness. A corpse that has been dead for no longer than one hour is revived.

Range: Touch

Target/Area: 1 corpse

Casting Time: 2 actions

Spell Duration: Instant



GREATER RESTORATION

5TH LEVEL

Components: Verbal, Somatic

Effects: You recount an extensive tale about Gwynevere's unconditional forgiveness. All allies in the area are cured of any status ailment.

Range: Self

Target/Area: 5 ft radius

Casting Time: 2 actions

Spell Duration: Instant



HOMEWARD

5TH LEVEL

Components: Verbal, Somatic

Effects: You pray for the safety of home. All willing creatures in contact with you are teleported to the last location you took a long rest.

Range: Touch

Target/Area: Up to 8 willing creatures

Casting Time: 10 minutes

Spell Duration: Instant



Modify Memory

Components: Verbal, Somatic

Effects: If the target fails a wisdom saving throw against your spell save DC, you can alter a memory of up to 10 minutes within the past 24 hours.

Range: 30 ft

Target/Area: 1 creature

Casting Time: 1 Action

Spell Duration: Instant

5th Level



SACRED OATH

5TH LEVEL

Components: Verbal, Somatic

Effects: You recount an elaborate tale about Gwyn's knights charging into battle with the blessing of their deity. All allies in the area gain 25% damage absorption and deal an additional 10% damage for the duration.

Range: Self

Target/Area: 10 ft radius

Casting Time: 3 actions

Spell Duration: 1 minute



SOUL APPEASE

5TH LEVEL

Components: Verbal, Somatic

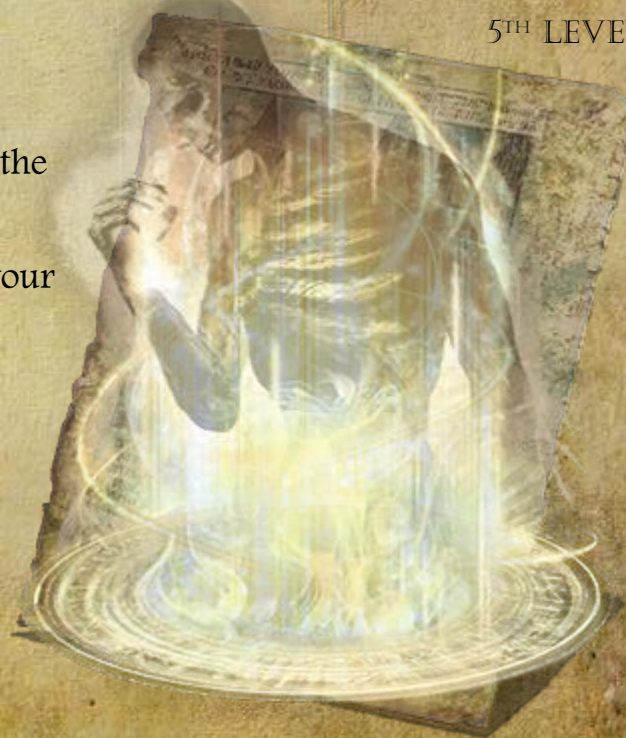
Effects: You recount a heartening tale about the souls of those we lost. All undead in the area must make a wisdom saving throw against your spell save DC or are instantly destroyed.

Range: Self

Target/Area: 30 ft radius

Casting Time: 2 actions

Spell Duration: Instant



Toxic Mist

5th Level

Components:

Verbal, Material (1 blooming purple moss)

Effects: Any creature that starts its turn within the area must succeed on a constitution saving throw or take 3D10 poison damage and become toxic poisoned.

Range: 30 ft

Target/Area: 20 ft Sphere

Casting Time: 1 Action

Spell Duration: 1 Minute



SOOTHING SUNLIGHT

6th LEVEL

Components: Verbal, Somatic

Effects: You recount the biblical event of Gwynevere granting support during the second great war against dragons. All allies in the area are instantly healed from a pool of 700 HP which you distribute among them and are cleansed of 1 negative status effect.

Range: Self

Target/Area: 30 ft radius

Casting Time: 3 actions

Spell Duration: Instant



BOUNTIFUL SUNLIGHT

7th LEVEL

Components: Verbal, Somatic

Effects: You recount the biblical event of Gwynevere's birth, and her subsequent blessings to the world. All allies in the area are granted a HP regeneration effect, which heals $2d8 + \text{WIS}$ HP at the end of each of your subsequent turns.

Range: Self

Target/Area: 30 ft radius

Casting Time: 3 actions

Spell Duration: 5 minutes



Mass Suggestion

7th Level

Components: Verbal, Somatic

Effects: If the targets fail a charisma saving throw against your spell save DC, they become charmed by you for the duration.

Range: Self

Target/Area: 60 ft radius

Casting Time: 1 Action

Spell Duration: 24 hours



Feeblemind

7th Level

Components: Verbal, Somatic

Effects: The target takes 4d6 psychic damage and must make an Intelligence saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way, but the creature can identify its friends.

Range: 150 ft

Target/Area: 1 creature

Casting Time: 1 Action

Spell Duration: 30 days



RESURRECTION

8th LEVEL

Components: Verbal, Somatic

Effects: You recount the biblical event of Gwynevere providing new life to her brother Gwyneth through forgiveness. A corpse that has been dead for no longer than 7 days is revived.

Range: Touch

Target/Area: 1 corpse

Casting Time: 1 hour

Spell Duration: Instant



WRATH OF GODS

8TH LEVEL

Components: Verbal, Somatic

Effects: You recount the biblical events of Gwyn, Gwyneth, Gwynevere, and Gwyndolin smiting all that is unholy throughout Lordran. All creatures in the area must make a strength saving throw against your spell save DC or suffer 20d10+WIS radiant damage, get pushed back 20 ft, and are knocked prone (success = $\frac{1}{2}$ damage, only pushed back 10 ft).

Range: Self

Target/Area: 20 ft radius

Casting Time: 1 action

Spell Duration: Instant



Sacred Flame

Components: Somatic

Effects: Make a melee spell attack to burrow your fist into the chest cavity of a single target (which cannot be a larger size class than you), dealing an un-resistible $40D8 + (\text{Cha} \times 2)$ fire damage. The target is knocked prone, if it survives.

Range: Touch

Target/Area: 1 Creature

Casting Time: 1 Action

Spell Duration: Instant

9th Level

