

DIVINE WORD

BARBARIAN
BARD
CLERIC
DRUID
FIGHTER
MONK
PALADIN
RANGER
ROGUE
SORCERER
WARLOCK
WIZARD

7th level evocation

- ⚙ Casting Time: Bonus action
- 🎯 Range: 30ft
- ⌚ Duration: Instantaneous

You utter a divine word, imbued with the power that shaped the world at the dawn of creation. Choose any number of creatures you can see within range. Each creature that can hear you must make a Charisma saving throw. On a failed save, a creature suffers an effect based on its current hit points:

- 50HP or fewer: deafened for 1 minute
- 40HP or fewer: deafened and blinded for 10 minutes
- 30HP or fewer: blinded, deafened, and stunned for 1 hour
- 20HP or fewer: killed instantly

Regardless of its current hit points, a celestial, an elemental, a fey, or a fiend that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to your current plane for 24 hours by any means short of a wish spell.



VERBAL

SOMATIC

MATERIAL

PLAYER'S
HANDBOOK

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