

Aura of Purity



Purifying energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) can't become diseased, has resistance to poison damage, and has advantage on saving throws against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.

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Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes

Abjuration