

Sanctuary



You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.

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Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a small silver mirror)

Duration: 1 minute

Abjuration