

Wrathful Smite



The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

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Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Evocation