

## **FORCED WORSHIP**

*7th-level enchantment*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (your holy symbol)

**Duration:** Concentration, up to 1 minute

You present your holy symbol, and any number of creatures you can see within 60 feet of you attempt to resist the urge to bow down and worship you. All creatures chosen make a Wisdom saving throw against your spell save DC, becoming charmed and going prone and becoming stunned on a failed save, as they go prone to honor you. A creature may reattempt this save at the end of each of its turns, and is immune to this effect if it cannot be charmed.

At the start of your turn, for each creature worshipping you this way, you regain 1d6 hit points.

**Spell Lists.** Deity