

# Hold Monster



180'



2d8 turns



This spell will render any living creature paralyzed (save vs. Spells). Creatures larger than ogres will not be affected by this spell. Targets of the spell are aware, and breathe normally, but cannot take any actions. The spell may be cast at a single person, who makes his or her save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.



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