

HYPNOTIC PATTERN

BARBARIAN
BARD
CLERIC
DRUID
ELDRITCH KNIGHT
MONK
PALADIN
RANGER
ARC. TRICKSTER
SORCERER
WARLOCK
WIZARD

3rd level illusion

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: © 1 minute

You create a twisting pattern of colours that weaves through the air inside a 30ft cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.



SOMATIC



MATERIAL

Incense or a vial filled with phosphorescent material

VERBAL

PLAYER'S
HANDBOOK

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