COMMAND

1st level enchantment

Casting Time: Action

Range: 60ft

X Duration: 1 round

BARP
CLERIC
PRUIP
FIGHTER
MONK
PALAPIN
RANGER
ROGUE
SORGERER
FIEND

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. If the target can't follow your command, the spell ends.

See PHB for more information.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30ft of each other when you target them.





