

SLEEP

BARBARIAN

BARD

CLERIC

DRUID

ELDRITCH KNIGHT

MONK

PALADIN

RANGER

ARC. TRICKSTER

SORCERER

ARCHFEE

WIZARD

1st level enchantment

⚙ Casting Time: Action

🎯 Range: 90ft

⌚ Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20ft of a point you choose within range are affected in ascending order of their current hit points. Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.



VERBAL



SOMATIC



MATERIAL

*A pinch of fine sand,
rose petals, or a
cricket*

PLAYER'S
HANDBOOK

276