

# DOMINATE PERSON

5<sup>th</sup> level enchantment

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: © 1 minute

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey.

See PHB for more information

**At Higher Levels:** When you cast this spell using a 6<sup>th</sup> level spell slot, the duration is concentration, up to 10 minutes. When you use a 7<sup>th</sup> level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8<sup>th</sup> level or higher, the duration is concentration, up to 8 hours.

BARBARIAN  
BARD  
TRICKERY  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
ARCHFEY/OLD ONE  
WIZARD



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

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