

# HOLD PERSON

2<sup>nd</sup> level enchantment

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

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> level or higher, you can target one additional humanoid for each slot level above 2<sup>nd</sup>. The humanoids must be within 30ft of each other when you target them.

BARBARIAN

BARD

CLERIC

DRUID

ELDRITCH KNIGHT

FOUR ELEMENTS

VENGEANCE

RANGER

ARC. TRICKSTER

SORCERER

WARLOCK

WIZARD



VERBAL



SOMATIC



MATERIAL

A small, straight piece of iron