

# CALM EMOTIONS

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
ARCHFEE  
WIZARD

2<sup>nd</sup> level enchantment

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

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20ft-radius sphere centred on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

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