Hypnotic Pattern

3-level illusion · Concentration

Casting Time: 1 action
Range: 120 feet
Duration: 1 minute

You create a twisting pattern of colors in a 30-foot Cube within range. The pattern appears for a moment and vanishes. Each creature in the area who can see the pattern must succeed on a Wisdom saving throw or have the Charmed condition for the duration. While Charmed, the creature has the Incapacitated condition and a Speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Hypnotic Pattern

3-level illusion · Concentration

Casting Time: 1 action
Range: 120 feet
Duration: 1 minute

You create a twisting pattern of colors in a 30-foot Cube within range. The pattern appears for a moment and vanishes. Each creature in the area who can see the pattern must succeed on a Wisdom saving throw or have the Charmed condition for the duration. While Charmed, the creature has the Incapacitated condition and a Speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Hypnotic Pattern

3-level illusion · Concentration

Casting Time: 1 action
Range: 120 feet
Duration: 1 minute

You create a twisting pattern of colors in a 30-foot Cube within range. The pattern appears for a moment and vanishes. Each creature in the area who can see the pattern must succeed on a Wisdom saving throw or have the Charmed condition for the duration. While Charmed, the creature has the Incapacitated condition and a Speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Hypnotic Pattern

3-level illusion · Concentration

Casting Time: 1 action
Range: 120 feet
Duration: 1 minute

You create a twisting pattern of colors in a 30-foot Cube within range. The pattern appears for a moment and vanishes. Each creature in the area who can see the pattern must succeed on a Wisdom saving throw or have the Charmed condition for the duration. While Charmed, the creature has the Incapacitated condition and a Speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Hypnotic Pattern

3-level illusion · Concentration

Casting Time: 1 action
Range: 120 feet
Duration: 1 minute

You create a twisting pattern of colors in a 30-foot Cube within range. The pattern appears for a moment and vanishes. Each creature in the area who can see the pattern must succeed on a Wisdom saving throw or have the Charmed condition for the duration. While Charmed, the creature has the Incapacitated condition and a Speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Hypnotic Pattern

3-level illusion · Concentration

Casting Time: 1 action
Range: 120 feet
Duration: 1 minute

You create a twisting pattern of colors in a 30-foot Cube within range. The pattern appears for a moment and vanishes. Each creature in the area who can see the pattern must succeed on a Wisdom saving throw or have the Charmed condition for the duration. While Charmed, the creature has the Incapacitated condition and a Speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Hypnotic Pattern

3-level illusion · Concentration

Casting Time: 1 action
Range: 120 feet
Duration: 1 minute

You create a twisting pattern of colors in a 30-foot Cube within range. The pattern appears for a moment and vanishes. Each creature in the area who can see the pattern must succeed on a Wisdom saving throw or have the Charmed condition for the duration. While Charmed, the creature has the Incapacitated condition and a Speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Hypnotic Pattern

3-level illusion · Concentration

Casting Time: 1 action
Range: 120 feet
Duration: 1 minute

You create a twisting pattern of colors in a 30-foot Cube within range. The pattern appears for a moment and vanishes. Each creature in the area who can see the pattern must succeed on a Wisdom saving throw or have the Charmed condition for the duration. While Charmed, the creature has the Incapacitated condition and a Speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Hypnotic Pattern

3-level illusion · Concentration

Casting Time: 1 action
Range: 120 feet
Duration: 1 minute

You create a twisting pattern of colors in a 30-foot Cube within range. The pattern appears for a moment and vanishes. Each creature in the area who can see the pattern must succeed on a Wisdom saving throw or have the Charmed condition for the duration. While Charmed, the creature has the Incapacitated condition and a Speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.