Slow

3-level transmutation · Concentration

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

You alter time around up to six creatures of your choice in a 40-foot Cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's Speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't take Reactions. On its turns, it can take either an action or a Bonus Action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance...

Slow

3-level transmutation · Concentration

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

You alter time around up to six creatures of your choice in a 40-foot Cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's Speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't take Reactions. On its turns, it can take either an action or a Bonus Action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance...

Slow

3-level transmutation · Concentration

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

You alter time around up to six creatures of your choice in a 40-foot Cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's Speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't take Reactions. On its turns, it can take either an action or a Bonus Action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance...

Slow

3-level transmutation · Concentration

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

You alter time around up to six creatures of your choice in a 40-foot Cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's Speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't take Reactions. On its turns, it can take either an action or a Bonus Action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance...

Slow

3-level transmutation · Concentration

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

You alter time around up to six creatures of your choice in a 40-foot Cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's Speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't take Reactions. On its turns, it can take either an action or a Bonus Action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance...

Slow

3-level transmutation · Concentration

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

You alter time around up to six creatures of your choice in a 40-foot Cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's Speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't take Reactions. On its turns, it can take either an action or a Bonus Action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance...

Slow

3-level transmutation · Concentration

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

You alter time around up to six creatures of your choice in a 40-foot Cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's Speed is halved, it takes a −2 penalty to AC and Dexterity saving throws, and it can't take Reactions. On its turns, it can take either an action or a Bonus Action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance...

Slow

3-level transmutation · Concentration

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

You alter time around up to six creatures of your choice in a 40-foot Cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's Speed is halved, it takes a −2 penalty to AC and Dexterity saving throws, and it can't take Reactions. On its turns, it can take either an action or a Bonus Action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance...

Slow

3-level transmutation · Concentration

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

You alter time around up to six creatures of your choice in a 40-foot Cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's Speed is halved, it takes a −2 penalty to AC and Dexterity saving throws, and it can't take Reactions. On its turns, it can take either an action or a Bonus Action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance...