

# Concentration

Concentration is required for some abilities, such as dwarven and gnomish detection abilities, and for some spells, such as *spiritual hammer*.

The definition of concentration is not universally established in the rules. For example, the concentration required by *phantasmal force* is said to break upon movement,<sup>1)</sup> whereas the concentration required by *improved phantasmal force* allows half-MV.<sup>2)</sup>

It is suggested that the definition of concentration on this page be applied in general. **When one of the items on this page contradict the spell description (or other specific rule), always favor the specific rule.**

## Ending

Concentration ends when:

- The concentrating creature declares they are ceasing concentration.
- The concentrating creature takes any action other than concentration, including any movement.<sup>3)</sup>
- The concentrating creature takes damage.
- The concentrating creature applies their dexterity modifier to armor class or a saving throw.
- The concentrating creature is successfully unarmed-attacked, or makes an effort to resist such an attack.
- The concentrating creature is attacked psionically.

<sup>1)</sup>

PHB 75.

<sup>2)</sup>

PHB 95.

<sup>3)</sup>

Examples: PHB 75, "*Phantasmal Force*", and DMG 44, "*Wall Of Fire*". Remember that some spells say that some movement is possible, such as *improved phantasmal force*. Always favor the specific spell description or rule when one is given, ignoring the general rule on this page.

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