

PHANTOM STEED

3rd level illusion (ritual)

⚙ Casting Time: 1 minute

🎯 Range: 30ft

⌚ Duration: 1 hour

BARBARIAN
BARD
CLERIC
DRUID
ELDRITCH KNIGHT
MONK
PALADIN
RANGER
ARC. TRICKSTER
SORCERER
WARLOCK
WIZARD

A Large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10ft away from the steed. For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100ft and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.



VERBAL



SOMATIC

MATERIAL

PLAYER'S
HANDBOOK

265