

# EVARD'S BLACK TENTACLES

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
GREAT OLD ONE  
WIZARD

4<sup>th</sup> level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 90ft
- ⌚ Duration: ☉ 1 minute

Squirming, ebony tentacles fill a 20ft square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage. A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.



VERBAL



SOMATIC



MATERIAL

*A piece of tentacle  
from a giant octopus  
or a giant squid*