

FLESH TO STONE

BARBARIAN
BARD
CLERIC
DRUID
FIGHTER
MONK
PALADIN
RANGER
ROGUE
SORCERER
WARLOCK
WIZARD

6th level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: 60ft
- ⌚ Duration: ☉ 1 minute

You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected. A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. Keep track of successes and failures until the target collects three of a kind. If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.



VERBAL



SOMATIC



MATERIAL

A pinch of lime, water,
and earth

PLAYER'S
HANDBOOK

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