

# Commune

March 6, 2023



You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the GM might offer a short phrase as an answer instead.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The GM makes this roll in secret.

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# Commune with Nature

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You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

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## Compulsion

March 6, 2023



Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this spell. Until the spell ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving to try to end the effect.

A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction.

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## Cone of Cold

March 6, 2023



A blast of cold air erupts from your hands. Each creature in a

60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

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## Conjure Animals

March 6, 2023



You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions.

Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM has the creatures' statistics.

**At Higher Levels.** When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

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# Conjure Celestial

March 6, 2023



You summon a celestial of challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. The celestial disappears when it drops to 0 hit points or when the spell ends.

The celestial is friendly to you and your companions for the duration. Roll initiative for the celestial, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its

alignment. If you don't issue any commands to the celestial, it defends itself from hostile creatures but otherwise takes no actions.

The GM has the celestial's statistics.

**At Higher Levels.** When you cast this spell using a 9th-level spell slot, you summon a celestial of challenge rating 5 or lower.

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# Conjure Elemental

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You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends. The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but

otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

The GM has the elemental's statistics.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

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## Confusion (Spell)

March 6, 2023



This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

## Table- Confusion Behavior

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.

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## Contagion

March 6, 2023





Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, the target is poisoned. At the end of each of the poisoned target's turns, the target must make a Constitution saving throw. If the target succeeds on three of these saves, it is no longer poisoned, and the spell ends. If the target fails three of these saves, the target is no longer poisoned, but choose one of the diseases below. The target is subjected to the chosen disease for the spell's duration.

Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

**Blinding Sickness.** Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

**Filth Fever.** A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

**Flesh Rot.** The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

**Mindfire.** The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the [Confusion](#) spell during combat.

Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

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## Contact Other Plane

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You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A [greater restoration](#) spell cast on you ends this effect.

On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity

doesn't know the answer to the question). If a one-word answer would be misleading, the GM might instead offer a short phrase as an answer.