

Contingency



Choose a spell of 5th level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell—called the contingent spell—as part of casting *contingency*, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a *contingency* cast with *water breathing* might stipulate that *water breathing* comes into effect when you are engulfed in water or a similar liquid.

The contingent spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then *contingency* ends.

The contingent spell takes effect only on you, even if it can normally target others. You can use only one contingency spell at a time. If you cast this spell again, the effect of another *contingency* spell on you ends. Also, *contingency* ends on you if its material component is ever not on your person.

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Casting Time: 10 minutes

Range: Self

Components: V, S, M (a statuette of yourself carved from ivory and decorated with gems worth at least 1,500 gp)

Duration: 10 days

Evocation