

## Evard's Black Tentacles



Squirming, ebony tentacles fill a 20-foot 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.

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**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a piece of tentacle from a giant octopus or a giant squid)

**Duration:** Concentration, up to 1 minute

*Conjuration*