

Reality Break



You shatter the barriers between realities and time-lines, thrusting a creature into turmoil and madness. The target must succeed on a Wisdom saving throw, or it can't take reactions until the spell ends. The affected target must also roll a d10 at the start of each of its turns; the number rolled determines what happens to the target as shown on the Reality Break Effects table.

At the end of each of its turns, the affected target can repeat the Wisdom saving throw, ending the spell on itself on a success

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Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a crystal prism)

Duration: Concentration, up to 1 minute

Conjuration