



Handwritten text in a stylized, possibly invented or ancient script, consisting of five lines of characters on aged, yellowish paper.



GOAT HEAD



ATHEISM

Potion Brewing

Heal Potion

Sleep for 100 years per drop



Runic text at the bottom of the page, possibly a signature or a specific instruction.

Flammarion Incarnations



FRANK
KORE
B...

DOMAB
A...



MONSTER MANUAL - PG 50

MORDENKAINEN'S TOME OF FOES - PG 130

Resurrecting the Dead

- Spare the Dying -1
- False Life +1
- Animate Dead +3
- Bestow Curse +3
- Life Transference +3
- Revivify +3
- Speak with Dead +3
- Contagion +5
- Raise Dead +5
- Create Undead +6
- Resurrection +7
- Clone +8
- Astral Projection +9
- True Resurrection +9



Divination

level - 4th | **casting time** - 1 Action | **range/area** - Self |
components - V, S, M * | **duration** - Instantaneous | **school** -
Divination | **attack/save** - None | **damage/effect** - foreknowledge

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

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 a random reading. The GM makes this roll in secret.

Commune

level - 5th | **casting time** - 1 Minute | **range/area** - Self |
components - V, S, M * | **duration** - 1 Minute | **school** - Divination |
attack/save - None | **damage/effect** - foreknowledge

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.



- **Banishment +4**

- **LEVEL** - 4th | **CASTING TIME** - 1 Action | **RANGE/AREA** - 60 ft | **COMPONENTS** - V, S, M * | **DURATION** - Concentration 1 Minute | **SCHOOL** - Abjuration | **ATTACK/SAVE** - CHA Save | **DAMAGE/EFFECT** - Banishment (...)
- You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished.
- If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.
- If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.
- **At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.



IAWYTRALICVO
RTMERROMATEA
HEOTHEIRDIRRETX

Opening a Rift in Time and Space

Dimension Door +4

Teleportation Circle +5

Arcane Gate +6

Teleport +7

Plane Shift +7

Gate +9



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[Handwritten text in cursive script, possibly a name or title.]



[Handwritten text in cursive script, likely a name or title for the quadrupedal creature.]



[Handwritten text in cursive script, likely a name or title for the creature's head.]

