

Nondetection

Hide target from all divination and scrying magic.

Cast time: 1 action

Duration: 8 hours

Target: 1 object, place, or willing target

Range: Touch

Components: (VSM DIAMOND DUST- 25 gp)

ID: 181 (page 263)

Phantom Steed

You and 1 other can ride phantom steed. Speed=100ft or 10mph (13 fast).

Cast time: 1 minute (*ritual*)

Duration: 1 hour

Range: 30 ft.

Components: (VS)

ID: 182 (page 265)

Plant Growth

Cast short term (creatures move 1/4 speed) or long term (double food yield).

Cast time: 1 action or 8 hours

Duration: Instantaneous

Target: 100 ft. or 1 mile radius

Range: 150 ft.

Components: (VS)

ID: 183 (page 266)

Protection from Energy

Creature gains resistance to one of: acid, cold, fire, lightning, or thunder.

Cast time: 1 action

Duration: 1 hour (*concentration*)

Target: 1 creature

Range: Touch

Components: (VS)

ID: 184 (page 270)

Remove Curse

Remove curse creature or break object's curse attunement to any target.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature or object

Range: Touch

Components: (VS)

ID: 185 (page 271)

Revivify

Raise creature that died within 1 minute to 1 HP. Doesn't restore missing parts.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: Touch

Components: (VSM DIAMOND-300 gp)

ID: 186 (page 272)

Sending

Send ≤ 25 word message to known creature. Get similar reply.

Cast time: 1 action

Duration: 1 round

Target: 1 creature

Range: Unlimited

Components: (VSM short piece of fine copper wire)

ID: 187 (page 274)

Sleet Storm

Difficult terrain.Each turn,DEX save or fall prone,CON save or lose concentration.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 40 ft. rad. 20 ft. tall cylinder

Range: 150 ft.

Saving Throw: DEX (Fail)

Components: (VSM pinch of dust, drops of water)

ID: 188 (page 276)

Slow

Affected creatures become slowed. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: ≤ 6 creatures in 40 ft. cube

Range: 120 ft.

Saving Throw: WIS (Fail)

Components: (VSM drop of molasses)

ID: 189 (page 277)

Speak with Dead

Ask corpse ≤ 5 questions. Get brief, cryptic answers. Can be lies.

Cast time: 1 action
Duration: 10 minutes
Target: 1 dead creature
Range: 10 ft.
Components: (VSM burning incense)
ID: 190 (page 277)

Speak with Plants

Animate plants to communicate with and perform tasks. See Sourcebook.

Cast time: 1 action
Duration: 10 minutes
Target: 30 ft. radius
Range: Self
Components: (VS)
ID: 191 (page 277)

Spirit Guardian

Enemy creature speed halved. DMG on enter area: necrotic if evil, radiant if not.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: 15 ft. radius
Range: Self
Roll: 3d8 Radiant or Necrotic
Per Higher Lv: Extra 1d8 DAM.
Saving Throw: WIS (Half DAM)
Components: (VSM holy symbol)
ID: 192 (page 278)

Stinking Cloud

Creatures that need to breathe spend turn retching. Wind disperses cloud.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 20 ft. radius sphere
Range: 90 ft.
Saving Throw: CON (Fail)
Components: (VSM rotten egg or skunk cabbage)
ID: 193 (page 278)

Tongues

Target understands any spoken language and is understood by everyone else.

Cast time: 1 action
Duration: 1 hour
Target: 1 creature
Range: Touch
Components: (VM clay model of a ziggurat)
ID: 194 (page 283)

Vampiric Touch

Each time you hit a target, you also HEAL half of the DAM you cause.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: Self
Range: Self
Roll: 3d6 Necrotic
Per Higher Lv: Extra 1d6 DAM.
Saving Throw: Melee Spell Attack
Components: (VS)
ID: 195 (page 285)

Water Breathing

Creatures gain ability to breathe underwater using normal respiration.

Cast time: 1 action (*ritual*)
Duration: 24 hours
Target: ≤ 10 willing creatures
Range: 30 ft.
Components: (VSM short reed or piece of straw)
ID: 196 (page 287)

Water Walk

Creaturess walk on liquid, rise 60 ft. per round if under. Still take other damage.

Cast time: 1 action (*ritual*)
Duration: 1 hour
Target: ≤ 10 willing creatures
Range: 30 ft.
Components: (VSM piece of cork)
ID: 197 (page 287)

Wind Wall

Strong wind keeps gases, flying creatures, projectiles, gaseous creatures away.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: See Sourcebook.
Range: 120 ft.
Roll: 3d8 Bludgeoning
Saving Throw: STR (Half DAM)
Components: (VSM tiny fan and exotic feather)
ID: 198 (page 288)

Arcane Eye

Create invisible eye with darkvision(30ft) moves 30ft/rd you can see through.

Cast time: 1 action

Duration: 1 hour (*concentration*)

Range: 30 ft.

Components: (VSM a bit of bat fur)

ID: 199 (page 214)

Aura of Life

Gain necrotic resistance, HEAL 1 HP if at 0 HP, HP max can't go down.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: 30 ft. radius

Range: Self

Components: (V)

ID: 200 (page 216)

Aura of Purity

Gain poison resist, disease immune, advantage on status saving throws.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: 30 ft. radius

Range: Self

Components: (V)

ID: 201 (page 216)

Banishment

Banish target to another plane; native of other plane doesn't return after 1 min.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 target

Range: 60 ft.

Per Higher Lv: One more creature

Saving Throw: CHA (Fail)

Components: (VSM item disliked by target)

ID: 202 (page 217)

Blight

Plants have disadvantage on save and take max DAM.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: 30 ft.

Roll: 8d8 Necrotic

Per Higher Lv: Extra 1d8 DAM.

Saving Throw: CON (Half DAM)

Components: (VS)

ID: 203 (page 219)

Compulsion

Compel targets to move in specified non-hazardous direction.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: Creatures in range

Range: 30 ft.

Saving Throw: WIS (Fail)

Components: (VS)

ID: 204 (page 224)

Confusion

Targets can't take reactions and do random actions. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 10 ft. radius sphere

Range: 90 ft.

Per Higher Lv: Increase radius by 5ft.

Saving Throw: WIS (Fail)

Components: (VSM 3 nut shells)

ID: 205 (page 224)

Conjure Minor Elementals

Summon elementals (total CR ≤ 2) that obey commands.

Cast time: 1 minute

Duration: 1 hour (*concentration*)

Range: 90 ft.

Per Higher Lv: 6th: CR ≤ 4 ; 8th: CR ≤ 6

Components: (VS)

ID: 206 (page 226)

Conjure Woodland Beings

Summon fey creatures (CR ≤ 2) that obey commands.

Cast time: 1 action

Duration: 1 hour (*concentration*)

Range: 60 ft.

Per Higher Lv: 6th: CR ≤ 4 ; 8th: CR ≤ 6

Components: (VSM 1 holly berry per creature)

ID: 207 (page 226)

Control Water

Control water. See Source-book.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: 100 ft. cube
Range: 300 ft.
Components: (VSM water drop, pinch of dust)
ID: 208 (page 227)

Death Ward

1 use: Target drops to 1 HP instead of 0 HP or negates instant kill effect.

Cast time: 1 action
Duration: 8 hours
Target: 1 willing creature
Range: Touch
Components: (VS)
ID: 209 (page 230)

Dimension Door

Teleport yourself and ally to location. If occupied, 4d6 force DAM and spell fails.

Cast time: 1 action
Duration: Instantaneous
Target: Self (and ally within 5 ft.)
Range: 500 ft.
Components: (V)
ID: 210 (page 233)

Divination

Question about one event in next 7 days answered by phrase or omen.

Cast time: 1 action (*ritual*)
Duration: Instantaneous
Range: Self
Components: (VSM INCENSE, SAC. OFFERING- 25 gp)
ID: 211 (page 234)

Dominate Beast

Charm beast to give it commands. Has advantage to save if attacking it.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 1 beast
Range: 60 ft.
Per Higher Lv: See Source-book.
Saving Throw: WIS (Fail)
Components: (VS)
ID: 212 (page 234)

Evard's Black Tentacles

Also restrained. Restrained take DAM every turn. STR/DEX check to get free.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 20 ft. square
Range: 90 ft.
Roll: 3d6 Bludgeoning
Saving Throw: DEX while in area (Fail)
Components: (VSM piece of octopus tentacle)
ID: 213 (page 238)

Fabricate

Convert raw materials into object no bigger than 5 ft. cube.

Cast time: 10 minutes
Duration: Instantaneous
Target: 10 ft. cube
Range: 120 ft.
Components: (VS)
ID: 214 (page 239)

Fire Shield

Choose warm or chill shield. Melee attackers take DMG. Light out 10 ft./20 ft.

Cast time: 1 action
Duration: 10 minutes
Target: Self
Range: Self
Roll: 2d8 Fire/Cold
Components: (VSM bit of phosphorous or a firefly)
ID: 215 (page 242)

Freedom of Movement

Immune to difficult terrain,slow,paralyze,restrain. Spend 5ft to escape restrain.

Cast time: 1 action
Duration: 1 hour
Target: 1 willing creature
Range: Touch
Components: (VSM leather strap around arm)
ID: 216 (page 244)

Giant Insect

Turn insects into giant insects that obey your commands.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: See Sourcebook.

Range: 30 ft.

Components: (VS)

ID: 217 (page 245)

Grasping Vine

Create vine that lashes out 30 ft. away. Targets failing save pulled 20 ft. to vine.

Cast time: 1 bonus action

Duration: 1 minute (*concentration*)

Range: 30 ft.

Saving Throw: DEX (Fail)

Components: (VS)

ID: 218 (page 246)

Greater Invisibility

Become invisible until spell ends.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: Self or willing creature

Range: Touch

Components: (VS)

ID: 219 (page 246)

Guardian of Faith

Create spectral guardian that attacks hostiles. Leaves after dealing 60 DAM.

Cast time: 1 action

Duration: 8 hours

Range: 30 ft.

Roll: 20 Radiant

Saving Throw: DEX (No DAM)

Components: (V)

ID: 220 (page 246)

Hallucinatory Terrain

Make natural terrain seem like other terrain. Investigation check to disbelieve.

Cast time: 10 minutes

Duration: 24 hours

Target: 150 ft. cube

Range: 300 ft.

Components: (VSM stone, twig, bit of green plant)

ID: 221 (page 249)

Ice Storm

Storm's area of effect becomes difficult terrain until end of next turn.

Cast time: 1 action

Duration: Instantaneous

Target: 20 ft. rad, 40ft. high cylinder

Range: 300 ft.

Roll: 2d8+4d6

Bludgeoning+Cold

Per Higher Lv: Extra 1d8 bludgeoning DAM.

Saving Throw: DEX (Half DAM)

Components: (VSM pinch of dust, drop of water)

ID: 222 (page 252)

Leomund's Secret Chest

Transport chest back and forth from Ethereal Plane using replica.

Cast time: 1 action

Duration: Instantaneous

Target: 1 chest

Range: Touch

Components: (VSM chest(5000), replica chest(50)- 5050 gp)

ID: 223 (page 254)

Locate Creature

Sense creature direction within 1000 ft. or locate it within 30 ft.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature familiar to you

Range: Self

Components: (VSM bloodhound fur)

ID: 224 (page 256)

Mordenkainen's Faithful Hound

Spectral hound guards area and can attack hostiles. See Sourcebook.

Cast time: 1 action

Duration: 8 hours

Range: 30 ft.

Roll: 4d8 Piercing

Components: (VSM silver whistle, bone, thread)

ID: 225 (page 261)

Mordenkainen's Private Sanctum

Create magically secure area.
See Sourcebook.

Cast time: 10 minutes
Duration: 24 hours
Target: ≤ 100 ft. cube
Range: 120 ft.
Per Higher Lv: Extra 100 ft. per cube side
Components: (VSM lead,glass,cloth,chrysolite)
ID: 226 (page 262)

Otiluke's Resilient Sphere

Trap creature in sphere.
Sphere only destroyed by Disintegrate spell.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 1 creature or object
Range: 30 ft.
Saving Throw: DEX (Fail)
Components: (VSM hemispheres of crystal,arabic)
ID: 227 (page 264)

Phantasmal Killer

Target is frightened and takes DAM at start of turn if it doesn't save.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 1 creature
Range: 120 ft.
Roll: 4d10 *Psychic*
Per Higher Lv: Extra 1d10 DAM.
Saving Throw: WIS (Fail)
Components: (VS)
ID: 228 (page 265)

Polymorph

Transform creature's form.
All stats change. Limited to actions of new form.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: 1 creature
Range: 60 ft.
Saving Throw: WIS (Fail)
Components: (VSM caterpillar cocoon)
ID: 229 (page 266)

Staggering Smite

WIS save or disadvantage on attack & ability checks; can't take reactions.

Cast time: 1 bonus action
Duration: 1 minute (*concentration*)
Target: Self
Range: Self
Roll: 4d6 *Psychic*
Saving Throw: Melee Weapon Attack
Components: (V)
ID: 230 (page 278)

Stone Shape

Reshape stone into any rough shape you wish.

Cast time: 1 action
Duration: Instantaneous
Target: 5 ft. cube
Range: Touch
Components: (VSM soft clay in desired shape)
ID: 231 (page 278)

Stoneskin

Target gains resistance to nonmagical bludgeoning, piercing, and slashing DMG.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: 1 willing creature
Range: Touch
Components: (VSM DIAMOND DUST- 100 gp)
ID: 232 (page 278)

Wall of Fire

Those entering or ending turn on one side of the wall take 5d8 fire DAM.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: See Sourcebook.
Range: 120 ft.
Roll: 5d8 *Fire*
Per Higher Lv: Extra 1d8 DAM.
Saving Throw: DEX (Half DAM)
Components: (VSM small piece of phosphorous)
ID: 233 (page 285)

Animate Objects

Animate objects to accept simple commands.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: ≤ 10 objects
Range: 120 ft.
Per Higher Lv: Two more objects
Components: (VS)
ID: 234 (page 213)

Antilife Shell

Erects barrier around you that moves with you. Living creatures cannot enter.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: Self
Range: 10 ft. radius
Components: (VS)
ID: 235 (page 213)

Awaken

Target with INT ≤ 3 gains INT 10 and can speak. Charmed for 30 days.

Cast time: 8 hours
Duration: Instantaneous
Target: 1 beast/plant \leq Huge
Range: Touch
Components: (VSM AGATE-1000 gp)
ID: 236 (page 216)

Banishing Smite

Target banished if ≤ 50 HP.

Cast time: 1 bonus action
Duration: 1 minute (*concentration*)
Target: Self
Range: Self
Roll: 5d10 Force
Saving Throw: Weapon Attack
Components: (V)
ID: 237 (page 216)

Bigby's Hand

Create giant hand to do various things. See Sourcebook.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Range: 120 ft.
Roll: See Sourcebook. Force
Per Higher Lv: See Sourcebook.
Components: (VSM eggshell, snakeskin glove)
ID: 238 (page 218)

Circle of Power

Friendlys: advantage on saving throws against magic/effects. No half DAM.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: 30 ft. radius sphere
Range: Self
Components: (V)
ID: 239 (page 221)

Cloudkill

DAM taken on entering or starting turn in area. Fog moves away 10 ft. per turn.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: 20 ft. radius sphere
Range: 120 ft.
Roll: 5d8 Poison
Per Higher Lv: Extra 1d8 DAM.
Saving Throw: CON (Half DAM)
Components: (VS)
ID: 240 (page 222)

Commune

Ask 3 yes/no questions that are answered by deity. See Sourcebook.

Cast time: 1 minute (*ritual*)
Duration: 1 minute
Range: Self
Components: (VSM incense, vial of holy water)
ID: 241 (page 223)

Commune with Nature

Gain knowledge of the land around you. See Sourcebook.

Cast time: 1 minute (*ritual*)
Duration: Instantaneous
Range: Self
Components: (VS)
ID: 242 (page 224)

Cone of Cold

Creatures killed become frozen statues.

Cast time: 1 action
Duration: Instantaneous
Target: 60 ft. cone
Range: Self
Roll: 8d8 Cold
Per Higher Lv: Extra 1d8 DAM.
Saving Throw: CON (Half DAM)
Components: (VSM crystal or glass cone)
ID: 243 (page 224)

Conjure Elemental

Summon elemental CR ≤ 5.
Obeys commands. Hostile if control is lost.

Cast time: 1 minute

Duration: 1 hour (*concentration*)

Range: 90 ft.

Per Higher Lv: Increase max CR by 1.

Components: (VSM See Sourcebook)

ID: 244 (page 225)

Conjure Volley

Damage type is same as ammo/weapon used as component.

Cast time: 1 action

Duration: Instantaneous

Target: 40 ft. radius, 20 ft. high cylinder

Range: 150 ft.

Roll: 8d8

Saving Throw: DEX (Half DAM)

Components: (VSM ammo or thrown weapon)

ID: 245 (page 226)

Contact Other Plane

Contact extraplanar being. YOU make save. 1-word answers to 5 questions.

Cast time: 1 minute (*ritual*)

Duration: 1 minute

Range: Self

Roll: 6d6 *Psychic*

Saving Throw: INT

DC:15(DAM, insane for day)

Components: (V)

ID: 246 (page 226)

Contagion

Give creature a disease. See Sourcebook.

Cast time: 1 action

Duration: 7 days

Target: 1 creature

Range: Touch

Saving Throw: CON (See Sourcebook)

Components: (VS)

ID: 247 (page 227)

Creation

Make nonliving object no larger than 5 ft. cube. See Sourcebook.

Cast time: 1 minute

Duration: See Sourcebook.

Range: 30 ft.

Per Higher Lv: Cube size increases by 5 ft.

Components: (VSM bit of matter you want to make)

ID: 248 (page 229)

Destructive Wave

Targets in circle take thunder DAM, then radiant or necrotic DAM; go prone.

Cast time: 1 action

Duration: Instantaneous

Target: 30 ft. radius

Range: Self

Roll: 5d6+5d6

Saving Throw: CON (Half DAM, not prone)

Components: (V)

ID: 249 (page 231)

Dispel Evil and Good

Fey, undead, extraplanar creatures have disadvantaged attacks. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: Self

Range: Self

Components: (VSM holy water or silver/iron powder)

ID: 250 (page 233)

Dominate Person

Charm humanoid to give it commands. Has advantage to save if attacking it.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 person

Range: 60 ft.

Per Higher Lv: See Sourcebook.

Saving Throw: WIS (Fail)

Components: (VS)

ID: 251 (page 235)

Dream

Shape creature's dreams. See Sourcebook.

Cast time: 1 minute

Duration: 8 hours

Target: 1 creature

Range: See Sourcebook.

Roll: See Sourcebook. See Sourcebook.

Saving Throw: See Sourcebook.

Components: (VSM sand, ink, quill from asleep bird)

ID: 252 (page 236)

Flame Strike

Creatures take fire and radiant damage.

Cast time: 1 action

Duration: Instantaneous

Target: 40 ft. high 10 ft. rad. cylinder

Range: 60 ft.

Roll: 4d6+4d6 Fire + Radiant

Per Higher Lv: 1d6 DAM fire OR radiant

Saving Throw: DEX (Half DAM)

Components: (VMM pinch of sulfur)

ID: 253 (page 242)

Geas

Target must perform task you set. 5d10 psychic DAM when-ever it disobeys.

Cast time: 1 minute

Duration: 30 days

Target: 1 creature

Range: 60 ft.

Per Higher Lv: 7th: lasts 1 year;9th: forever

Saving Throw: WIS (Fail)

Components: (V)

ID: 254 (page 244)

Greater Restoration

End a debilitating effect on target. See Sourcebook.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: Touch

Components: (VSM DIAMOND DUST- 100 gp)

ID: 255 (page 246)

Hallow

Infuse area with holy or unholy power. See Sourcebook.

Cast time: 24 hours

Duration: Until Dispelled

Target: 60 ft. radius

Range: Touch

Components: (VSM HERBS, OIL, INCENSE- 1000 gp)

ID: 256 (page 249)

Hold Monster

Target is paralyzed. New saving throw at end of turn. Doesn't work on undead.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 creature

Range: 90 ft.

Per Higher Lv: 1 additional creature.

Saving Throw: WIS (Fail)

Components: (VSM small straight piece of iron)

ID: 257 (page 251)

Insect Plague

Targets make save when swarm created or entering or exiting it.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: 20 ft. radius sphere

Range: 300 ft.

Roll: 4d10 Piercing

Per Higher Lv: Extra 1d10 DAM.

Saving Throw: CON (Half DAM)

Components: (VSM bit of sugar, grain, and fat)

ID: 258 (page 254)

Legend Lore

Learn lore about target. Information is accurate but might use figurative words.

Cast time: 10 minutes

Duration: Instantaneous

Target: 1 person, place, or object

Range: Self

Components: (VSM INCENSE(250),4 ivory strips(50)-300 gp)

ID: 259 (page 254)

Mass Cure Wounds

Creatures HEAL 3d8 + casting ability modifier. No effect on undead/constructs.

Cast time: 1 action

Duration: Instantaneous

Target: ≤ 6 creatures

Range: 60 ft.

Per Higher Lv: HEAL extra 1d8.

Components: (VS)

ID: 260 (page 258)

Mislead

Become invisible and create illusory double. Use action to move your double.

Cast time: 1 action

Duration: 1 hour (*concentration*)

Target: Self

Range: Self

Components: (S)

ID: 261 (page 260)

Modify Memory

Reshape another creature's memories. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Range: 30 ft.

Per Higher Lv: See Sourcebook.

Saving Throw: WIS (Fail)

Components: (VS)

ID: 262 (page 261)

Passwall

Create 5ft wide, 8ft tall, 20ft deep opening in wall, ceiling, or floor.

Cast time: 1 action

Duration: 1 hour

Range: 30 ft.

Components: (VSM pinch of sesame seeds)

ID: 263 (page 264)

Planar Binding

Bind celestial, elemental, fey, or fiend to serve you for spell duration.

Cast time: 1 hour

Duration: 24 hours

Target: 1 extraplanar creature

Range: 60 ft.

Per Higher Lv: See Sourcebook.

Saving Throw: CHA (Fail)

Components: (VSM JEWEL-1000 gp)

ID: 264 (page 265)

Raise Dead

Return target to life with 1 HP. See Sourcebook.

Cast time: 1 hour

Duration: Instantaneous

Target: 1 dead creature

Range: Touch

Components: (VSM DIAMOND-500 gp)

ID: 265 (page 270)

Rary's Telepathic Bond

Targets can communicate telepathically with each other, but not to other planes.

Cast time: 1 action (*ritual*)

Duration: 1 hour

Target: ≤ 8 willing creatures

Range: 30 ft.

Components: (VSM eggshell of 2 different creatures)

ID: 266 (page 270)

Reincarnate

Resurrect dead humanoid into a random humanoid body. See Sourcebook.

Cast time: 1 hour

Duration: Instantaneous

Target: 1 dead humanoid

Range: Touch

Components: (VSM RARE OILS AND UNGUENTS- 1000 gp)

ID: 267 (page 271)

Scrying

Spy on a target located on the same plane as you. See Sourcebook.

Cast time: 10 minutes

Duration: 10 minutes (*concentration*)

Target: 1 creature

Range: Self

Saving Throw: WIS (Fail)

Components: (VSM scrying focus- 1000 gp)

ID: 268 (page 273)

Seeming

Disguise willing or unwilling creatures as other similar creatures, including outfits.

Cast time: 1 action

Duration: 8 hours

Target: Any creatures in range

Range: 30 ft.

Saving Throw: CHA (Fail)

Components: (VS)

ID: 269 (page 274)

Swift Quiver

Quiver produces endless ammo. Use bonus action for 2 attacks using ammo.

Cast time: 1 bonus action

Duration: 1 minute (*concentration*)

Target: Spell component

Range: Touch

Components: (VSM quiver with at least 1 ammo)

ID: 270 (page 279)

Telekinesis

Move objects or creatures with your mind. See Sourcebook.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: Creatures or objects in range

Range: 60 ft.

Components: (VS)

ID: 271 (page 280)

Teleportation Circle

Any stepping inside circle teleport to permanent teleportation circle.

Cast time: 1 minute

Duration: 1 round

Target: 10 ft. diameter circle

Range: 10 ft.

Components: (VM CHALK & INK mixed with gems- 50 gp)

ID: 272 (page 282)

Tree Stride

Enter one tree and emerge from another 500 ft. away. Use once per round.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: Self

Range: Self

Components: (VS)

ID: 273 (page 283)

Wall of Force

Create impenetrable wall (even into Ethereal Plane) only unmade by Disintegrate.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: See Sourcebook.

Range: 120 ft.

Components: (VSM powder from clear gemstone)

ID: 274 (page 285)

Wall of Stone

Create wall of stone or other stone structure. See Sourcebook.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: See Sourcebook.

Range: 120 ft.

Saving Throw: DEX (Move away, not trapped)

Components: (VSM small block of granite)

ID: 275 (page 287)

Arcane Gate

Create two linked portals 10ft. across anybody can travel between.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: Point(10ft),Point(500ft.)

Range: 500 ft.

Components: (VS)

ID: 276 (page 214)

Blade Barrier

Creatures entering wall/circle area take DAM.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: 5x20x(100 line/60 dia. circle)ft.

Range: 90 ft.

Roll: 6d10 Slashing

Saving Throw: DEX (Half DAM)

Components: (VS)

ID: 277 (page 218)

Chain Lightning

Bolt hits one target then forks to up to 3 others.

Cast time: 1 action

Duration: Instantaneous

Target: 1 target, then 3 within 30ft.

Range: 150 ft.

Roll: 10d8 Lightning

Per Higher Lv: One more bolt in fork.

Saving Throw: DEX (Half DAM)

Components: (VSM bit of fur,glass,3 silver pins)

ID: 278 (page 221)

Circle of Death

Cast time: 1 action

Duration: Instantaneous

Target: 60 ft. radius sphere

Range: 150 ft.

Roll: 8d6 Necrotic

Per Higher Lv: Extra 2d6 DAM.

Saving Throw: CON (Half DAM)

Components: (VSM crushed black pearl- 500 gp)

ID: 279 (page 221)

Conjure Fey

Summon fey CR \leq 6. Obeys commands. Hostile if control is lost.

Cast time: 1 minute

Duration: 1 hour (*concentration*)

Range: 90 ft.

Per Higher Lv: Increase max CR by 1.

Components: (VS)

ID: 280 (page 226)

Contingency

Spell \leq 5th level activates when condition occurs. That spell's slot used too.

Cast time: 10 minutes

Duration: 10 days

Target: Self

Range: Self

Components: (VSM ivory statue of self- 1500 gp)

ID: 281 (page 227)

Create Undead

Create undead to serve you for 24 hours. See Sourcebook.

Cast time: 1 minute

Duration: Instantaneous

Range: 10 ft.

Per Higher Lv: See Sourcebook.

Components: (VSM See Sourcebook.- Source)

ID: 282 (page 229)

Disintegrate

If target drops to 0 HP, is disintegrated. Only revived by True Resurrection.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: 60 ft.

Roll: 10d6+40 Force

Per Higher Lv: Extra 3d6 DAM.

Saving Throw: DEX (Fail)

Components: (VSM lodestone and pinch of dust)

ID: 283 (page 233)

Drawmij's Instant Summons

Speak item name and crush gem to summon object unless it's held by other.

Cast time: 1 minute (*ritual*)

Duration: Until Dispelled

Target: 1 object \leq 10 lb.

Range: Touch

Components: (VSM sapphire- 1000 gp)

ID: 284 (page 235)

Eyebite

Affect targets negatively. New target each turn. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 creature within 60 ft.

Range: Self

Saving Throw: WIS (Fail)

Components: (VS)

ID: 285 (page 238)

Find the Path

Find the shortest, most direct route to a place you are familiar with.

Cast time: 1 minute

Duration: 1 day (*concentration*)

Range: Self

Components: (VSM diviner tools,object from target- 100 gp)

ID: 286 (page 240)

Flesh to Stone

Restrained on first fail. Petrified after 3 fails.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 1 creature

Range: 60 ft.

Saving Throw: CON (Fail)

Components: (VSM pinch of lime, water, and earth)

ID: 287 (page 243)

Forbiddance

Can't teleport/gate into area. A creature type you choose takes DMG in area.

Cast time: 10 minutes (*ritual*)

Duration: 1 day

Target: 40,000 sq. ft, 30 ft. high

Range: Touch

Roll: 5d10 Radiant or Necrotic

Components: (VSM holy water,incense,ruby powder- 1000 gp)

ID: 288 (page 243)

Globe of Invulnerability

Spells \leq 5th level cannot affect those within the globe.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 10 ft. radius sphere
Range: Self
Per Higher Lv: 1 higher spell level blocked.
Components: (VSM glass or crystal bead)
ID: 289 (page 245)

Guards and Wards

Protect an area of space. See Sourcebook.

Cast time: 10 minutes
Duration: 24 hours
Target: See Sourcebook.
Range: Touch
Components: (VSM See sourcebook.- 10 gp)
ID: 290 (page 248)

Harm

Max HP reduced by same amount as DAM. Target cannot fall below 1 HP.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: 60 ft.
Roll: 14d6 Necrotic
Saving Throw: CON (Half DAM)
Components: (VS)
ID: 291 (page 249)

Heal

Ends blindness, deafness, any diseases. No effect on constructs/undead.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: 60 ft.
Roll: 70
Per Higher Lv: Extra 10 HEAL.
Components: (VS)
ID: 292 (page 250)

Heroes' Feast

Cure: disease, poison. Immune: poison, fright. HP max +2d10, WIS save advantage.

Cast time: 10 minutes
Duration: Instantaneous
Target: \leq 12 feast goers
Range: 30 ft.
Components: (VSM GEM-ENCUSTED BOWL- 1000 gp)
ID: 293 (page 250)

Magic Jar

Your soul enters an external object. See sourcebook.

Cast time: 1 minute
Duration: Until Dispelled
Range: Self
Components: (VSM ornamental container- 500 gp)
ID: 294 (page 257)

Mass Suggestion

Make creatures accept reasonable sounding suggestions. See Sourcebook.

Cast time: 1 action
Duration: 24 hours
Target: \leq 12 creatures
Range: 60 ft.
Per Higher Lv: 7th: 10 days; 8th: 30; 9th: 366
Saving Throw: WIS (Fail)
Components: (VSM snake's tongue, honeycomb)
ID: 295 (page 258)

Move Earth

Reshape dirt, sand, or clay. Can move to different square after 10 minutes.

Cast time: 1 action
Duration: 2 hours (*concentration*)
Target: 40 ft. square of terrain
Range: 120 ft.
Components: (VSM iron blade, bag of soil)
ID: 296 (page 263)

Otiluke's Freezing Sphere

Water freezes. Can give globe to another who fires it and spell takes effect then.

Cast time: 1 action
Duration: Instantaneous
Target: 60 ft. radius sphere
Range: 300 ft.
Roll: 10d6 Cold
Per Higher Lv: Extra 1d6 DAM.
Saving Throw: CON (Half DAM)
Components: (VSM small crystal sphere)
ID: 297 (page 263)

Otto's Irresistable Dance

No movement. Disadvantage on DEX saves and attacks. Use action to WIS save.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 1 creature
Range: 30 ft.
Components: (V)
ID: 298 (page 264)

Planar Ally

Ask otherworldly entity for aid. See Sourcebook.

Cast time: 10 minutes
Duration: Instantaneous
Range: 60 ft.
Components: (VS)
ID: 299 (page 265)

Programmed Illusion

Create illusion that performs specific action triggered by specific action.

Cast time: 1 action
Duration: Until Dispelled
Target: 30 ft. cube
Range: 120 ft.
Components: (VSM fleece, jade dust- 25 gp)
ID: 300 (page 269)

Sunbeam

Creatures are blinded until your next turn. Use your action to make a new line.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 60 ft. line
Range: Self
Roll: 6d8 Radiant
Saving Throw: CON (Half DAM, no blindness)
Components: (VSM magnifying glass)
ID: 301 (page 279)

Transport via Plants

Enter one plant and emerge from another on same plane you've encountered.

Cast time: 1 action
Duration: 1 round
Target: 2 ≥ Large plants, 1 in range
Range: 10 ft.
Components: (VS)
ID: 302 (page 283)

True Seeing

Target creature gains true-sight, sees secret doors, Ethereal Plane. Range 120 ft.

Cast time: 1 action
Duration: 1 hour
Target: 1 willing creature
Range: Touch
Components: (VSM OINTMENT FOR EYES- 25 gp)
ID: 303 (page 284)

Wall of Ice

Ice: AC 12, 30 HP. Moving through ice: take 5d6 cold DAM or CON save for half.

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: See Sourcebook.
Range: 120 ft.
Roll: 10d6 Cold
Per Higher Lv: Extra DAM: 2d6, 1d6 moving
Saving Throw: DEX (Half DAM)
Components: (VSM small piece of quartz)
ID: 304 (page 285)

Wall of Thorns

Move through wall at 1/4 speed and take 7d8 slashing DAM (DEX save for half).

Cast time: 1 action
Duration: 10 minutes (*concentration*)
Target: See Sourcebook.
Range: 120 ft.
Roll: 7d8 Piercing
Per Higher Lv: Extra 1d8 DAM (both types).
Saving Throw: DEX (Half DAM)
Components: (VSM handful of thorns)
ID: 305 (page 287)

Wind Walk

Fly speed: 300 ft. Resist weapons. Only Dash in cloud form. Can revert to normal.

Cast time: 1 minute
Duration: 8 hours
Target: You and ≤ 10 willing creatures
Range: 30 ft.
Components: (VSM fire and holy water)
ID: 306 (page 288)

Word of Recall

Instantly teleport to sanctuary you select during prep associated with your deity.

Cast time: 1 action
Duration: Instantaneous
Target: You and ≤ 5 willing creatures
Range: 5 ft.
Components: (V)
ID: 307 (page 289)

Conjure Celestial

Summon celestial CR ≤ 4 . Obeys commands that don't violate alignment.

Cast time: 1 minute
Duration: 1 hour (*concentration*)
Range: 90 ft.
Per Higher Lv: 9th level: CR ≤ 5
Components: (VS)
ID: 308 (page 225)

Delayed Blast Fireball

Creates spot where fireball will erupt. See Sourcebook.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 20 ft. radius sphere
Range: 150 ft.
Roll: 12d6 Fire
Per Higher Lv: Extra 1d6 base DAM.
Saving Throw: DEX (Half DAM)
Components: (VSM tiny ball of guano and sulfur)
ID: 309 (page 230)

Divine Word

Targets suffer effects based on their current HP. See Sourcebook.

Cast time: 1 bonus action
Duration: Instantaneous
Target: Any targets in range
Range: 30 ft.
Saving Throw: CHA (Fail)
Components: (V)
ID: 310 (page 234)

Etherealness

Become ethereal. Move up/down at half speed. Can't see past 60 ft.

Cast time: 1 action
Duration: Up to 8 hours
Target: Self
Range: Self
Per Higher Lv: 8th:3 targets;9th: 6 targets
Components: (VS)
ID: 311 (page 238)

Finger of Death

Humanoids killed rise as a zombie next turn permanently under your control.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: 60 ft.
Roll: 7d8+30 Necrotic
Saving Throw: CON (Half DAM)
Components: (VS)
ID: 312 (page 241)

Fire Storm

Each cube must face at least one other cube. Can choose not to affect plants.

Cast time: 1 action
Duration: Instantaneous
Target: \leq ten 10 ft. cubes
Range: 150 ft.
Roll: 7d10 Fire
Saving Throw: DEX (Half DAM)
Components: (VS)
ID: 313 (page 242)

Forcecage

Creatures stuck in cage can only leave using magic after CHA save.

Cast time: 1 action
Duration: 1 hour
Target: 20 ft. square or 10 ft. cube
Range: 100 ft.
Saving Throw: See Details.
Components: (VSM ruby dust-1500 gp)
ID: 314 (page 243)

Mirage Arcane

Create audio,visual,tactile, and olfactory illusion. Only True-sight can detect.

Cast time: 10 minutes
Duration: 10 days
Target: 1 square mile
Range: Sight
Components: (VS)
ID: 315 (page 260)

7
●●●
Mordenkainen's Magnificent Mansion

Mordenkainen's Magnificent Mansion

Summon portal to 50000 cubic ft. mansion with food for 100 people.

Cast time: 1 minute
Duration: 24 hours
Range: 300 ft.
Components: (VSM portal(5),marble(5),spoon(5)- 15 gp)
ID: 316 (page 261)

7
●●●
Mordenkainen's Sword

Mordenkainen's Sword

Use bonus action each turn to move sword ≤ 20 ft. and attack again.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Range: 60 ft.
Roll: 3d10 Force
Saving Throw: Melee Spell Attack
Components: (VSM mini platinum sword- 250 gp)
ID: 317 (page 262)

7
●●●●●
Plane Shift

Plane Shift

Transport to another plane. You specify general location or teleportation circle.

Cast time: 1 action
Duration: Instantaneous
Target: 1 unwilling or Self + 8 willing
Range: Touch
Saving Throw: Melee Spell Attack + CHA (Fail)
Components: (VSM forked metal rod- 250 gp)
ID: 318 (page 266)

7
●●●
Prismatic Spray

Prismatic Spray

Send a rainbow of negative effects at enemies. See Sourcebook.

Cast time: 1 action
Duration: Instantaneous
Target: 60 ft. cone
Range: Self
Roll: See Sourcebook. See Sourcebook.
Saving Throw: See Sourcebook.
Components: (VS)
ID: 319 (page 267)

7
●●●
Project Image

Project Image

Create image of self you can see/hear/speak/move (x2 speed) through.

Cast time: 1 action
Duration: 1 day (*concentration*)
Range: 500 miles
Components: (VSM small replica of self- 5 gp)
ID: 320 (page 270)

7
●●●●●
Regenerate

Regenerate

Target HEAL 1 HP at start of every turn. Severed parts return after 2 minutes.

Cast time: 1 minute
Duration: 1 hour
Target: 1 creature
Range: Touch
Roll: 4d8+15
Components: (VSM prayer wheel and holy water)
ID: 321 (page 271)

7
●●●
Resurrection

Resurrection

Resurrect dead creature. See Sourcebook.

Cast time: 1 hour
Duration: Instantaneous
Target: 1 dead creature
Range: Touch
Components: (VSM DIAMOND- 1000 gp)
ID: 322 (page 272)

7
●●●●●
Reverse Gravity

Reverse Gravity

Creatures fall upwards, taking falling damage. Fall again once spell ends.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 50 ft. radius
Range: 100 ft.
Saving Throw: DEX (grab fixed object)
Components: (VSM lodestone and iron filings)
ID: 323 (page 272)

7
●●●●●
Sequester

Sequester

Hide target from detection, falls into suspended animation. Condition can end it.

Cast time: 1 action
Duration: Until Dispell
Target: 1 willing creature or object
Range: Touch
Components: (VSM GEM POWDER- 5000 gp)
ID: 324 (page 274)

7

Simulacrum

Simulacrum

Create duplicate of beast or humanoid that obeys your commands.

Cast time: 12 hours

Duration: Until Dispelled

Range: Touch

Components: (VSM See Sourcebook.- 1500 gp)

ID: 325 (page 276)

7

Symbol

Symbol

Inscribe harmful magical glyph on surface. See Sourcebook.

Cast time: 1 minute

Duration: Dispel/Triggered

Target: 1 surface or object

Range: Touch

Roll: See Sourcebook. See Sourcebook.

Saving Throw: See Sourcebook.

Components: (VSM Hg, P, DIAMOND and OPAL- 1000 gp)

ID: 326 (page 280)

7

Teleport

Teleport

Teleport yourself and willing creatures to a distant location. See Sourcebook.

Cast time: 1 action

Duration: Instantaneous

Target: Self and ≤ 8 creatures

Range: 10 ft.

Components: (V)

ID: 327 (page 281)

8

Animal Shapes

Animal Shapes

Transform targets into Large or smaller beasts with CR ≤ 4

Cast time: 1 action

Duration: 24 hours (*concentration*)

Target: Any willing targets

Range: 30 ft.

Components: (VS)

ID: 328 (page 212)

8

Antimagic Field

Antimagic Field

Erects a sphere around you in which all magic no longer works.

Cast time: 1 action

Duration: 1 hour (*concentration*)

Target: Self

Range: 10 ft. radius

Components: (VSM powdered iron or filings)

ID: 329 (page 213)

8

Antipathy/Sympathy

Antipathy/Sympathy

Target object/creature attracts or repels specific creature types.

Cast time: 1 hour

Duration: 10 days

Target: 1 Huge or smaller target

Range: 60 ft.

Saving Throw: WIS (Fail)

Components: (VSM lump of alum or honey)

ID: 330 (page 214)

8

Clone

Clone

Create clone of living person; soul transfers to clone if original dies.

Cast time: 1 hour

Duration: Instantaneous

Range: Touch

Components: (VSM See Sourcebook.- 3000 gp)

ID: 331 (page 222)

8

Control Weather

Control Weather

Control the weather. See Sourcebook.

Cast time: 10 minutes

Duration: 8 hours (*concentration*)

Target: 5 mile radius

Range: Self

Components: (VSM incense, earth&wood in water)

ID: 332 (page 228)

8

Demiplane

Demiplane

Create door to 30 ft. cubic room in demiplane. Trapped if there when spell ends.

Cast time: 1 action

Duration: 1 hour

Range: 60 ft.

Components: (S)

ID: 333 (page 231)

Dominate Monster

Charm monster to give it commands. Has advantage to save if attacking it.

Cast time: 1 action

Duration: 1 hour (*concentration*)

Target: 1 creature

Range: 60 ft.

Per Higher Lv: 9th: Duration is 8 hours.

Saving Throw: WIS (Fail)

Components: (VS)

ID: 334 (page 235)

Earthquake

Create a seismic disturbance with various effects. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 100 ft. radius

Range: 500 ft.

Saving Throw: See Sourcebook.

Components: (VSM piece of dirt, rock, and clay)

ID: 335 (page 236)

Feeblemind

Creature INT and CHA scores become 1. See Sourcebook.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: 150 ft.

Roll: 4d6 *Psychic*

Saving Throw: INT (DMG, but no INT effect)

Components: (VSM clay, crystal, or mineral spheres)

ID: 336 (page 239)

Glibness

Can replace CHA check rolls with a 15. Spells always detect you telling truth.

Cast time: 1 action

Duration: 1 hour

Target: Self

Range: Self

Components: (V)

ID: 337 (page 245)

Holy Aura

Aura helps allies and hurts enemies. See Sourcebook.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 30 ft. radius sphere

Range: Self

Components: (VSM reliquary containing sacred relic- 1000 gp)

ID: 338 (page 251)

Incendiary Cloud

Targets make save when cloud created or entering or exiting it. Cloud move: 10ft.

Cast time: 1 action

Duration: 1 minute (*concentration*)

Target: 20 ft. radius sphere

Range: 150 ft.

Roll: 10d8 *Fire*

Saving Throw: DEX every turn (Half DMG)

Components: (VS)

ID: 339 (page 253)

Maze

Target uses action each turn to make INT check (DC 20) to escape.

Cast time: 1 action

Duration: 10 minutes (*concentration*)

Target: 1 creature

Range: 60 ft.

Saving Throw: See Details

Components: (VS)

ID: 340 (page 258)

Mind Blank

Target immune to psychic damage, charm, mind reading, divinations.

Cast time: 1 action

Duration: 24 hours

Target: 1 willing creature

Range: Touch

Components: (VS)

ID: 341 (page 259)

Power Word Stun

Target \leq 150 HP is stunned. Nothing otherwise. CON save at end of turn to end.

Cast time: 1 action

Duration: Instantaneous

Target: 1 creature

Range: 60 ft.

Saving Throw: See Details.

Components: (V)

ID: 342 (page 267)

Sunburst

Creatures are blinded for 1 minute (CON save at end of turn to end).

Cast time: 1 action
Duration: Instantaneous
Target: 60 ft. radius sphere
Range: 150 ft.
Roll: 12d6 Radiant
Saving Throw: CON (Half DAM, no blindness)
Components: (VSM fire and piece of sunstone)
ID: 343 (page 279)

Telepathy

Telepathically communicate words, sounds, images with target (INT \geq 1).

Cast time: 1 action
Duration: 24 hours
Target: 1 willing creature
Range: Unlimited
Components: (VSM pair of linked silver rings)
ID: 344 (page 281)

Tsunami

Creatures make STR save to avoid more damage (1d10 less DMG each round).

Cast time: 1 minute
Duration: 6 rounds (*concentration*)
Target: 300 ft x 300 ft x 50 ft water
Range: Sight
Roll: 6d10 Bludgeoning
Saving Throw: STR (Half DAM)
Components: (VS)
ID: 345 (page 284)

Astral Projection

Project to Astral Plane. See Sourcebook.

Cast time: 1 hour
Duration: Special
Target: Self and 8 willing targets
Range: 10 ft.
Components: (VSM JACINTH(1k), SILVER(100)- 1100 gp)
ID: 346 (page 215)

Foresight

Not surprised. Advantage:attacks,checks,saves. Disadvantage getting attacked.

Cast time: 1 minute
Duration: 8 hours
Target: 1 willing creature
Range: Touch
Components: (VSM hummingbird feather)
ID: 347 (page 244)

Gate

Create portal to precise location on another plane or near a specific person.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 5-20 ft. diameter gate
Range: 60 ft.
Components: (VSM diamond-5000 gp)
ID: 348 (page 244)

Imprisonment

Magically restrain a creature. See sourcebook.

Cast time: 1 minute
Duration: Until Dispelled
Target: 1 creature
Range: 30 ft.
Saving Throw: WIS (Fail)
Components: (VSM See Sourcebook.- Source.)
ID: 349 (page 252)

Mass Heal

Targets HEAL total of 700 HP and cured of diseases, blindness, and deafness.

Cast time: 1 action
Duration: Instantaneous
Target: Any creature in range.
Range: 60 ft.
Components: (VS)
ID: 350 (page 258)

Meteor Swarm

Also damages objects and ignites flammable objects.

Cast time: 1 action
Duration: Instantaneous
Target: 40 ft. radius sphere
Range: 1 mile
Roll: DAM20d6+20d6 Fire+Bludgeoning
Saving Throw: DEX (Half DAM)
Components: (VS)
ID: 351 (page 259)

Power Word Heal

Target also cured of charm, fright, paralyze, or stun. Use reaction to stand up.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: Touch
Roll: All HP
Components: (VS)
ID: 352 (page 266)

Power Word Kill

If target has ≤ 100 HP, it dies instantly. No effect otherwise. No saving throw.

Cast time: 1 action
Duration: Instantaneous
Target: 1 creature
Range: 60 ft.
Components: (V)
ID: 353 (page 266)

Prismatic Wall

Create multicolored barrier with various effects. See Sourcebook.

Cast time: 1 action
Duration: Instantaneous
Target: 90x30 ft wall or 30ft dia. sphere
Range: 60 ft.
Roll: See Sourcebook. See Sourcebook.
Saving Throw: See Sourcebook.
Components: (VS)
ID: 354 (page 267)

Shapechange

Assume the form of a different creature. See Sourcebook.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: Self
Range: Self
Components: (VSM jade circlet-1500 gp)
ID: 355 (page 274)

Storm of Vengeance

Magical storm attacks targets in range. See Sourcebook.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 360 ft. radius
Range: Sight
Roll: See Sourcebook. See Sourcebook.
Saving Throw: See Sourcebook.
Components: (VS)
ID: 356 (page 279)

Time Stop

Stop time. Take 1d4+1 turns alone. Spell ends if you affect others in any way.

Cast time: 1 action
Duration: Instantaneous
Range: Self
Components: (V)
ID: 357 (page 283)

True Polymorph

Transform a creature/object into a different creature/object. See Sourcebook.

Cast time: 1 action
Duration: 1 hour (*concentration*)
Target: 1 creature or nonmagical object
Range: 30 ft.
Components: (VSM mercury, gum arabic, smoke)
ID: 358 (page 283)

True Resurrection

Resurrect creature that didn't die of old age. Heals all wounds, effects, etc.

Cast time: 1 hour
Duration: Instantaneous
Target: 1 creature dead ≤ 200 years
Range: Touch
Components: (VSM holy water, DIAMONDS- 25000 gp)
ID: 359 (page 284)

Weird

Affected creatures make WIS saves each turn and take DAM until they save.

Cast time: 1 action
Duration: 1 minute (*concentration*)
Target: 30 ft. radius
Range: 120 ft.
Roll: 4d10 *Psychic*
Saving Throw: WIS (Fail)
Components: (VS)
ID: 360 (page 288)

Wish

Replicate and spell \leq 8th level or other powerful effect granted. See Sourcebook.

Cast time: 1 action

Duration: Instantaneous

Target: Self

Range: Self

Components: (V)

ID: 361 (page 288)