

Blade Ward - Abj ≡ 0

## Blade Ward

*Gain resistance to bludgeoning/piercing/slashing DMG from weapons.*

**Cast time:** 1 action  
**Duration:** 1 round  
**Target:** Self  
**Range:** Self  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 665 (page 218)

Chill Touch - Nec ≡ 0

## Chill Touch

*Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP.*

**Cast time:** 1 action  
**Duration:** 1 round  
**Target:** 1 creature  
**Range:** 120 ft.  
**Roll:** DAM: 1d6 *Necrotic*  
**Per Higher Lv:**  
**Saving Throw:** Ranged Spell Attack  
**Components:** (VS)  
**ID:** 666 (page 221)

Eldritch Blast - Evo ≡ 0

## Eldritch Blast

*Beam. 2 beams at 5th level, 3 at 11th, 4 at 17th. Can choose different targets.*

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** 1 target  
**Range:** 120 ft.  
**Roll:** DAM: 1d10 *Force*  
**Per Higher Lv:**  
**Saving Throw:** Ranged Spell Attack  
**Components:** (VS)  
**ID:** 667 (page 237)

Friends - Enc ≡ 0

## Friends

*Advantage on CHA checks to target, who knows magic used once spell ends.*

**Cast time:** 1 action  
**Duration:** 1 minute (*concentration*)  
**Target:** 1 non-hostile creature  
**Range:** Self  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (SM makeup applied to face)  
**ID:** 668 (page 244)

Mage Hand - Con ≡ 0

## Mage Hand

*Create spectral hand that manipulates objects. Can pick up j= 10 lbs.*

**Cast time:** 1 action  
**Duration:** 1 minute  
**Target:**  
**Range:** 30 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 669 (page 256)

Minor Illusion - Ill ≡ 0

## Minor Illusion

*Create illusory sound or image. Investigation check against spell DC to detect.*

**Cast time:** 1 action  
**Duration:** 1 minute  
**Target:** 5 ft. cube  
**Range:** 30 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (SM bit of fleece)  
**ID:** 670 (page 260)

Poison Spray - Con ≡ 0

## Poison Spray

*DAM increase. 5th level: 2d12, 11th level: 3d12, 17th level: 4d12.*

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** 1 creature  
**Range:** 10 ft.  
**Roll:** DAM: 1d12 *Poison*  
**Per Higher Lv:**  
**Saving Throw:** CON (Fail)  
**Components:** (VS)  
**ID:** 671 (page 266)

Prestidigitation - Tra ≡ 0

## Prestidigitation

*Create minor magical effect. See Sourcebook.*

**Cast time:** 1 action  
**Duration:** 1 hour  
**Target:**  
**Range:** 10 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 672 (page 267)

True Strike - Div ≡ 0

## True Strike

*Next turn you gain advantage on first attack against the target.*

**Cast time:** 1 action  
**Duration:** 1 round (*concentration*)  
**Target:** 1 creature  
**Range:** 30 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (S)  
**ID:** 673 (page 284)

## Armor of Agathys

Gain 5 THP. Melee attackers take 5 DAM.

**Cast time:** 1 action  
**Duration:** 1 hour  
**Target:** Self  
**Range:** Self  
**Roll:** DAM: 5 *Cold*  
**Per Higher Lv:** 5 temp HP and 5 DAM  
**Saving Throw:**  
**Components:** (VSM cup of water)  
**ID:** 674 (page 215)

## Arms of Hadar

Targets can't take reactions until next turn

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** 10 ft. radius  
**Range:** Self  
**Roll:** DAM: 2d6 *Necrotic*  
**Per Higher Lv:** Extra 1d6 DAM  
**Saving Throw:** STR (Half DAM, no effect)  
**Components:** (VS)  
**ID:** 675 (page 215)

## Charm Person

Charm target so it treats you as friendly. Gets advantage to save if fighting you.

**Cast time:** 1 action  
**Duration:** 1 hour  
**Target:** 1 humanoid  
**Range:** 30 ft.  
**Roll:**  
**Per Higher Lv:** One more target j=30ft.  
**Saving Throw:** Wisdom (Fail)  
**Components:** (VS)  
**ID:** 676 (page 221)

## Comprehend Languages

Know literal meaning of any speech. Understand written words while touching.

**Cast time:** 1 action (*ritual*)  
**Duration:** 1 hour  
**Target:**  
**Range:** Self  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM pinch of soot and salt)  
**ID:** 677 (page 224)

## Expeditious Retreat

You can take Dash as a bonus action until spell ends.

**Cast time:** 1 bonus action  
**Duration:** 10 minutes (*concentration*)  
**Target:** Self  
**Range:** Self  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 678 (page 238)

## Hellish Rebuke

Magical counterattack to taking damage.

**Cast time:** 1 reaction (take DAM)  
**Duration:** Instantaneous  
**Target:** 1 creature that damaged you  
**Range:** 60 ft.  
**Roll:** DAM: 2d10 *Fire*  
**Per Higher Lv:** Extra 1d10 DAM.  
**Saving Throw:** DEX (Half DAM)  
**Components:** (VS)  
**ID:** 679 (page 250)

## Hex

Target takes 1d6 necrotic DAM when you hit it;disadvantage on ability of choice.

**Cast time:** 1 bonus action  
**Duration:** 1 hour (*concentration*)  
**Target:** 1 creature  
**Range:** 90 ft.  
**Roll:**  
**Per Higher Lv:** 3rd: duration 8 hrs;5th 24 hrs  
**Saving Throw:**  
**Components:** (VSM petrified eye of a newt)  
**ID:** 680 (page 251)

## Illusory Script

Write magical script on surface that only designated people can read.

**Cast time:** 1 minute (*ritual*)  
**Duration:** 10 days  
**Target:** writing surface  
**Range:** Touch  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (SM LEAD-BASED INK-10 gp)  
**ID:** 681 (page 252)

## Protection from Evil and Good

Protect against certain types of creatures. See Sourcebook.

**Cast time:** 1 action  
**Duration:** 10 minutes (*concentration*)  
**Target:** 1 willing creature  
**Range:** Touch  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM holy water or powdered silver)  
**ID:** 682 (page 270)

## Unseen Servant

*Create invisible force that can perform simple, menial tasks for you.*

---

**Cast time:** 1 action *(ritual)*  
**Duration:** 1 hour  
**Target:**  
**Range:** 60 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM piece of string, bit of wood)  
**ID:** 683 (page 284)

## Witch Bolt

*Use action to auto hit target hit last round for 1d12 lightning DAM if in range.*

---

**Cast time:** 1 action  
**Duration:** 1 minute *(concentration)*  
**Target:** 1 creature  
**Range:** 30 ft.  
**Roll:** DAM: 1d12 *Lightning*  
**Per Higher Lv:** Extra 1d12 DAM.  
**Saving Throw:** Ranged Spell Attack  
**Components:** (VSM twig from tree struck by lightning)  
**ID:** 684 (page 289)

## Cloud of Daggers

*DAM taken on entering or starting turn in area.*

---

**Cast time:** 1 action  
**Duration:** 1 minute *(concentration)*  
**Target:** 5 ft. cube  
**Range:** 60 ft.  
**Roll:** DAM: 4d4 *Slashing*  
**Per Higher Lv:** Extra 2d4 DAM.  
**Saving Throw:**  
**Components:** (VSM sliver of glass)  
**ID:** 685 (page 222)

## Crown of Madness

*Charm humanoid to attack your target of choice. Use action to keep control.*

---

**Cast time:** 1 action  
**Duration:** 1 minute *(concentration)*  
**Target:** 1 humanoid  
**Range:** 120 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** WIS every turn (Fail)  
**Components:** (VS)  
**ID:** 686 (page 229)

## Darkness

*Creates darkness normal light can't dispel. Dispels light spells j= 2nd level.*

---

**Cast time:** 1 action  
**Duration:** 10 minutes *(concentration)*  
**Target:** 15 ft. radius sphere  
**Range:** 60 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VM bat fur and pitch or coal)  
**ID:** 687 (page 230)

## Enthrall

*Disadvantage to see anybody but you; attacked ones have advantage to save.*

---

**Cast time:** 1 action  
**Duration:** 1 minute  
**Target:** Any targets in range  
**Range:** 60 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** WIS (Fail)  
**Components:** (VS)  
**ID:** 688 (page 238)

## Hold Person

*Target is paralyzed. New saving throw at end of turn.*

---

**Cast time:** 1 action  
**Duration:** 1 minute *(concentration)*  
**Target:** 1 humanoid  
**Range:** 60 ft.  
**Roll:**  
**Per Higher Lv:** 1 additional creature.  
**Saving Throw:** WIS (Fail)  
**Components:** (VSM small straight piece of iron)  
**ID:** 689 (page 251)

## Invisibility

*Target becomes invisible. Ends if target attacks or casts a spell.*

---

**Cast time:** 1 action  
**Duration:** 1 hour *(concentration)*  
**Target:** 1 creature  
**Range:** Touch  
**Roll:**  
**Per Higher Lv:** One additional creature.  
**Saving Throw:**  
**Components:** (VSM eyelash in gum arabic)  
**ID:** 690 (page 254)

## Mirror Image

*Create duplicates that make you harder to hit. See Sourcebook.*

---

**Cast time:** 1 action  
**Duration:** 1 minute  
**Target:** Self  
**Range:** Self  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 691 (page 260)

## Misty Step

*Teleport j= 30 ft. away to unoccupied location.*

**Cast time:** 1 bonus action  
**Duration:** Instantaneous  
**Target:** Self  
**Range:** Self  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (V)  
**ID:** 692 (page 260)

## Ray of Enfeeblement

*Target deals 1/2 DMG with STR weapon attacks. CON save to end at turn's end.*

**Cast time:** 1 action  
**Duration:** 1 minute (*concentration*)  
**Target:** 1 creature in range  
**Range:** 60 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** Ranged Spell Attack  
**Components:** (VS)  
**ID:** 693 (page 271)

## Shatter

*Inorganic creatures have disadvantage to save. Objects take DAM too.*

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** 10 ft. sphere  
**Range:** 60 ft.  
**Roll:** DAM: 3d8 *Thunder*  
**Per Higher Lv:** Extra 1d8 DAM.  
**Saving Throw:** CON (Half DAM)  
**Components:** (VSM chip of mica)  
**ID:** 694 (page 275)

## Spider Climb

*Target can walk on walls or ceiling. Climbing speed becomes walking speed.*

**Cast time:** 1 action  
**Duration:** 1 hour (*concentration*)  
**Target:** 1 willing creature  
**Range:** Touch  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM spider and drop of bitumen)  
**ID:** 695 (page 277)

## Suggestion

*Target follows reasonable course of action you suggest. Can specify conditions.*

**Cast time:** 1 action  
**Duration:** 8 hours (*concentration*)  
**Target:** 1 creature  
**Range:** 30 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** WIS (Fail)  
**Components:** (VM snake's tongue, honeycomb)  
**ID:** 696 (page 279)

## Counterspell

*Interrupt spell j= 4th. You make casting ability check (DC 10 + spell level).*

**Cast time:** 1 reaction (spell cast)  
**Duration:** Instantaneous  
**Target:** 1 Spellcaster  
**Range:** 60 ft.  
**Roll:**  
**Per Higher Lv:** Interrupt spell j= new level.  
**Saving Throw:** See Details.  
**Components:** (S)  
**ID:** 697 (page 228)

## Dispel Magic

*End spell j= 3rd level. For 4th level, casting ability check DC=10+spell level.*

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** 1 creature/object/magical effect  
**Range:** 120 ft.  
**Roll:**  
**Per Higher Lv:** End spell j= new level.  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 698 (page 234)

## Fear

*Targets drop everything and use Dash to run away. WIS save once out of sight.*

**Cast time:** 1 action  
**Duration:** 1 minute (*concentration*)  
**Target:** 30 ft. cone  
**Range:** Self  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** WIS (Fail)  
**Components:** (VSM white feather or hen heart)  
**ID:** 699 (page 239)

## Fly

*Target gains fly (60 ft.). Fall if spell ends while in air.*

**Cast time:** 1 action  
**Duration:** 10 minutes (*concentration*)  
**Target:** 1 willing creature  
**Range:** Touch  
**Roll:**  
**Per Higher Lv:** One additional creature.  
**Saving Throw:**  
**Components:** (VSM bird's wing feather)  
**ID:** 700 (page 243)

## Gaseous Form

*Cloud form. Fly(10ft.). Resist non-magical DMG. STR/DEX/CON save advantage.*

**Cast time:** 1 action  
**Duration:** 1 hour (*concentration*)  
**Target:** 1 willing creature  
**Range:** Touch  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM bit of gauze and wisp of smoke)  
**ID:** 701 (page 244)

## Hunger of Hadar

*Start turn in area: 2d6 cold DAM.End turn in area: DEX save or 2d6 acid DAM.*

**Cast time:** 1 action  
**Duration:** 1 minute (*concentration*)  
**Target:** 20 ft. radius sphere  
**Range:** 150 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM pickled octopus tentacle)  
**ID:** 702 (page 251)

## Hypnotic Pattern

*Creatures charmed, incapacitated, speed = 0. Spell ends on DAM or shaking.*

**Cast time:** 1 action  
**Duration:** 1 minute (*concentration*)  
**Target:** 30 ft. cube  
**Range:** 120 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** WIS (Fail)  
**Components:** (SM glowing stick of incense)  
**ID:** 703 (page 252)

## Magic Circle

*Hinder one creature type within cylinder. See Sourcebook.*

**Cast time:** 1 minute  
**Duration:** 1 hour  
**Target:** 10 ft. rad., 20 ft. high cylinder  
**Range:** 10 ft.  
**Roll:**  
**Per Higher Lv:** Duration increases 1 hour.  
**Saving Throw:**  
**Components:** (VSM HOLY WATER or Fe/Ag DUST- 100 gp)  
**ID:** 704 (page 256)

## Major Image

*Create image of object including sounds, smells. Investigation check to foil.*

**Cast time:** 1 action  
**Duration:** 10 minutes (*concentration*)  
**Target:** 20 ft. cube  
**Range:** 120 ft.  
**Roll:**  
**Per Higher Lv:** 6th: lasts until dispelled  
**Saving Throw:**  
**Components:** (VSM bit of fleece)  
**ID:** 705 (page 258)

## 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  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 706 (page 271)

## Tongues

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

**Cast time:** 1 action  
**Duration:** 1 hour  
**Target:** 1 creature  
**Range:** Touch  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VM clay model of a ziggurat)  
**ID:** 707 (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:** DAM: 3d6 *Necrotic*  
**Per Higher Lv:** Extra 1d6 DAM.  
**Saving Throw:** Melee Spell Attack  
**Components:** (VS)  
**ID:** 708 (page 285)

## 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.  
**Roll:**  
**Per Higher Lv:** One more creature  
**Saving Throw:** CHA (Fail)  
**Components:** (VSM item disliked by target)  
**ID:** 709 (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:** DAM: 8d8 *Necrotic*  
**Per Higher Lv:** Extra 1d8 DAM.  
**Saving Throw:** CON (Half DAM)  
**Components:** (VS)  
**ID:** 710 (page 219)

## 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.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (V)  
**ID:** 711 (page 233)

## 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.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM stone, twig, bit of green plant)  
**ID:** 712 (page 249)

## Contact Other Plane

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

**Cast time:** 1 minute (*ritual*)  
**Duration:** 1 minute  
**Target:**  
**Range:** Self  
**Roll:** DAM: 6d6 *Psychic*  
**Per Higher Lv:**  
**Saving Throw:** INT DC:15(DAM, insane for day)  
**Components:** (V)  
**ID:** 713 (page 226)

## 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.*  
**Per Higher Lv:**  
**Saving Throw:** See Sourcebook.  
**Components:** (VSM sand,ink,quill from asleep bird)  
**ID:** 714 (page 236)

## 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.  
**Roll:**  
**Per Higher Lv:** 1 additional creature.  
**Saving Throw:** WIS (Fail)  
**Components:** (VSM small straight piece of iron)  
**ID:** 715 (page 251)

## 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  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** WIS (Fail)  
**Components:** (VSM scrying focus- 1000 gp)  
**ID:** 716 (page 273)

## 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.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 717 (page 214)

## Circle of Death

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** 60 ft. radius sphere  
**Range:** 150 ft.  
**Roll:** DAM: 8d6 *Necrotic*  
**Per Higher Lv:** Extra 2d6 DAM.  
**Saving Throw:** CON (Half DAM)  
**Components:** (VSM crushed black pearl- 500 gp)  
**ID:** 718 (page 221)

Conjure Fey - Con 6

## Conjure Fey

*Summon fey CR 1= 6. Obeys commands. Hostile if control is lost.*

**Cast time:** 1 minute  
**Duration:** 1 hour (*concentration*)  
**Target:**  
**Range:** 90 ft.  
**Roll:**  
**Per Higher Lv:** Increase max CR by 1.  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 719 (page 226)

Create Undead - Nec 6

## Create Undead

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

**Cast time:** 1 minute  
**Duration:** Instantaneous  
**Target:**  
**Range:** 10 ft.  
**Roll:**  
**Per Higher Lv:** See Sourcebook.  
**Saving Throw:**  
**Components:** (VSM See Sourcebook.-Source)  
**ID:** 720 (page 229)

Eyebite - Nec 6

## 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  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** WIS (Fail)  
**Components:** (VS)  
**ID:** 721 (page 238)

Flesh to Stone - Tra 6

## 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.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** CON (Fail)  
**Components:** (VSM pinch of lime, water, and earth)  
**ID:** 722 (page 243)

Mass Suggestion - Enc 6

## Mass Suggestion

*Make creatures accept reasonable sounding suggestions. See Sourcebook.*

**Cast time:** 1 action  
**Duration:** 24 hours  
**Target:** 1= 12 creatures  
**Range:** 60 ft.  
**Roll:**  
**Per Higher Lv:** 7th: 10 days;8th:30;9th:366  
**Saving Throw:** WIS (Fail)  
**Components:** (VM snake's tongue, honeycomb)  
**ID:** 723 (page 258)

True Seeing - Div 6

## True Seeing

*Target creature gains truesight, sees secret doors, Ethereal Plane. Range 120 ft.*

**Cast time:** 1 action  
**Duration:** 1 hour  
**Target:** 1 willing creature  
**Range:** Touch  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM OINTMENT FOR EYES- 25 gp)  
**ID:** 724 (page 284)

Etherealness - Tra 7

## 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  
**Roll:**  
**Per Higher Lv:** 8th:3 targets;9th: 6 targets  
**Saving Throw:**  
**Components:** (VS)  
**ID:** 725 (page 238)

Finger of Death - Nec 7

## 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:** DAM: 7d8+30 *Necrotic*  
**Per Higher Lv:**  
**Saving Throw:** CON (Half DAM)  
**Components:** (VS)  
**ID:** 726 (page 241)

Forcecage - Evo 7

## 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.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** See Details.  
**Components:** (VSM ruby dust- 1500 gp)  
**ID:** 727 (page 243)

## 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  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** Melee Spell Attack + CHA (Fail)  
**Components:** (VSM forked metal rod-250 gp)  
**ID:** 728 (page 266)

## Demiplane

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

**Cast time:** 1 action  
**Duration:** 1 hour  
**Target:**  
**Range:** 60 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (S)  
**ID:** 729 (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.  
**Roll:**  
**Per Higher Lv:** 9th: Duration is 8 hours.  
**Saving Throw:** WIS (Fail)  
**Components:** (VS)  
**ID:** 730 (page 235)

## Feeblemind

*Creature INT and CHA scores become 1. See Sourcebook.*

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** 1 creature  
**Range:** 150 ft.  
**Roll:** DAM: 4d6 *Psychic*  
**Per Higher Lv:**  
**Saving Throw:** INT (DMG, but no INT effect)  
**Components:** (VSM clay,crystal,or mineral spheres)  
**ID:** 731 (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  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (V)  
**ID:** 732 (page 245)

## Power Word Stun

*Target j= 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.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** See Details.  
**Components:** (V)  
**ID:** 733 (page 267)

## Astral Projection

*Project to Astral Plane. See Sourcebook.*

**Cast time:** 1 hour  
**Duration:** Special  
**Target:** Self and 8 willing targets  
**Range:** 10 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM JACINTH(1k), SILVER(100)- 1100 gp)  
**ID:** 734 (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  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM hummingbird feather)  
**ID:** 735 (page 244)

## Imprisonment

*Magically restrain a creature. See sourcebook.*

**Cast time:** 1 minute  
**Duration:** Until Dispelled  
**Target:** 1 creature  
**Range:** 30 ft.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:** WIS (Fail)  
**Components:** (VSM See Sourcebook.-Source.)  
**ID:** 736 (page 252)



## Power Word Kill

*If target has 1= 100 HP, it dies instantly. No effect otherwise. No saving throw.*

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** 1 creature  
**Range:** 60 ft.  
**Roll:** See Details.  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (V)  
**ID:** 737 (page 266)

## 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.  
**Roll:**  
**Per Higher Lv:**  
**Saving Throw:**  
**Components:** (VSM mercury, gum arabic, smoke)  
**ID:** 738 (page 283)