

ASTRAL PROJECTION	
CASTING TIME	RANGE
1 hour	10 feet
COMPONENTS	DURATION
V, S, M	Special
<i>for each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one omately carved bar of silver worth at least 100 gp, all of which the spell consumes</i>	
<p>You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a state of suspended animation, it doesn't need food or air and doesn't age.</p> <p>Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut-something that can happen only when an effect specifically states that it does-your soul and body are separated, killing you instantly.</p> <p>Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane or return to the plane you were on when casting this spell, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Your astral form is a separate incarnation</p>	
Warlock	9th Necromancy

FORESIGHT	
CASTING TIME	RANGE
1 minute	Touch
COMPONENTS	DURATION
V, S, M	8 hours
<i>a hummingbird feather</i>	
<p>You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.</p> <p>This spell immediately ends if you cast it again before its duration ends.</p>	
Warlock	9th Divination

IMPRISONMENT	
CASTING TIME	RANGE
1 minute	30 feet
COMPONENTS	DURATION
V, S, M	Until dispelled
<i>a vellum depiction or a carved statuette in the likeness of the target, and a special component that varies according to the version of the spell you choose, worth at least 500 gp per Hit Die of the target</i>	
<p>You create a magical restraint to hold a creature that you can see within range. The target must succeed on a Wisdom saving throw or be bound by the spell, if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target.</p> <p>When you cast the spell, you choose one of the following forms of imprisonment.</p> <p>Burial: The target is entombed far beneath the earth in a sphere of magical force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to get into or out of it. The special component for this version of the spell is a small mithral orb.</p> <p>Chaining: Heavy chains, firmly rooted in the ground, hold the target in place. The target is restrained until the spell ends, and it can't move or be moved by any means until then.</p> <p>The special component for this version of the spell is a fine chain of precious metal.</p> <p>Hanged Prison: The spell transports the target into a fine</p>	
Warlock	9th Abjuration

POWER WORD KILL	
CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V	Instantaneous
<p>You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you chose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.</p>	
Warlock	9th Enchantment

TRUE POLYMORPH	
CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour
<i>a drop of mercury, a dollop of gum arabic, and a wisp of smoke</i>	
<p>Choose one creature with at least 1 hit point or nonmagical object that you can see within range. You transform the creature into a different creature, the creature into an object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this spell for the full duration, the transformation becomes permanent.</p> <p>Shapechangers aren't affected by this spell. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell.</p> <p>Creature into Creature: If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality.</p> <p>The target assumes the hit points of its new form, and when it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the</p>	
Warlock	9th Transmutation