

DELAYED BLAST FIREBALL

CASTING TIME	RANGE
1 action	150 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

*a tine ball of bat guano and sulfur*

A beam of yellow light flashes from your pointing finger, then condenses to linger at a chosen point within range as a glowing bead for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6. If the glowing bead is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to erupt in flame. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, the base damage increases by 1d6 for each slot level above 7th.

Wizard7th Evocation

ETHEREALNESS

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S	Up to 8 hours

You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Border Ethereal for the duration or until you use your action to dismiss the spell. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plan you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so.

You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plan you originated from.

When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

This spell has no effect if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, you can target up to three willing creatures (including you) for each slot level above 7th. The creatures

Wizard7th Transmutation

FINGER OF DEATH

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	Instantaneous

You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a Constitution saving throw. It takes 7d8+30 necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.

Wizard7th Necromancy

FORCECAGE

CASTING TIME	RANGE
1 action	100 feet
COMPONENTS	DURATION
V, S, M	1 hour

*ruby dust worth 1,500 gp*

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box as you choose.

A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart.

A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out of the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The spell ends when you enter the Ethereal Plane.

Wizard7th Evocation

MORDENKAINEN'S  
MAGNIFICENT MANSION

CASTING TIME	RANGE
1 minute	300 feet
COMPONENTS	DURATION
V, S, M	24 hours

*a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon, each item worth at least 5 gp*

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall.

You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible.

Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm. You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine course banquet for up to 100 people. A staff of 100 near-transparent servants attends all who enter. You decide the visual appearance of these servants and their attire. They are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the mansion.

Wizard7th Conjuration

MIRAGE ARCANÉ

CASTING TIME	RANGE
10 minutes	Sight
COMPONENTS	DURATION
V, S	10 days

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately.

Creatures with truesight can see through the illusion to the terrain's true form, however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

Wizard7th Illusion

MORDENKAINEN'S SWORD

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

*a miniature platinum sword with a grip and pommel of copper and zinc, worth 250 gp*

You create a sword-shaped plane of force that hovers within range. It lasts for the duration.

When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 3d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.

Wizard7th Evocation

PROJECT IMAGE

CASTING TIME	RANGE
1 action	500 miles
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 day

*a small replica of you made from materials worth at least 5 gp*

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the spell ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns

Wizard7th Illusion

PLANE SHIFT

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S, M	Instantaneous

*a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence*

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispatar on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle. You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails the save, it is transported to a random location on the plane of existence you specify. A creature so transported

Wizard7th Conjuration

PRISMATIC SPRAY	
CASTING TIME 1 action	RANGE Self (60 foot cone)
COMPONENTS V, S	DURATION Instantaneous
Eight multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it. 1-Red: The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one. 2-Orange: The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one. 3-Yellow: The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. 4-Green: The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one. 5-Blue: The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one. 6-Indigo: On a failed save, the target is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive, keep track of both until the target collects three of a kind. 7-Violet: On a failed save, the target is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the DM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually sent into the Astral Sea.)	
Wizard	7th Evocation

REVERSE GRAVITY	
CASTING TIME 1 action	RANGE 100 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
<i>a lodestone and iron filings</i>	
This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration. At the end of the duration, affected objects and creatures fall back down.	
Wizard	7th Transmutation

SYMBOL	
CASTING TIME 1 minute	RANGE Touch
COMPONENTS V, S, M	DURATION Until dispelled or triggered
<i>mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, which the spell consumes</i>	
When you cast this spell, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place, if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or stepping on the glyph, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. For glyphs inscribed within an object, the most common triggers are opening the object, approaching within a certain distance of it, or seeing or reading the glyph. You can further refine the trigger so the spell is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical	
Wizard	7th Abjuration

SEQUESTER	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Until dispelled
<i>a powder composed of diamond, emerald, ruby, and sapphire dust worth at least 5,000 gp, which the spell consumes</i>	
By means of this spell, a willing creature or an object can be hidden away, safe from detection for the duration. When you cast the spell and touch the target, it becomes invisible and can't be targeted by divination spells or perceived through scrying sensors created by the divination of spells. If the target is a creature, it falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older. You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include after 1,000 years or when the tarasque awakes. This spells also ends if the target takes any damage.	
Wizard	7th Transmutation

SIMULACRUM	
CASTING TIME 12 hours	RANGE Touch
COMPONENTS V, S, M	DURATION Until dispelled
<i>snow or ice in quantities sufficient to made a life-size copy of the duplicated creature some hair, fingemail clippings, or other piece of that creature's body placed inside the snow or ice and powdered ruby worth 1,500 gp, sprinkled over the duplicate and consumed by the spell</i>	
You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates. The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots. If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and	
Wizard	7th Illusion

TELEPORT	
CASTING TIME 1 action	RANGE 10 feet
COMPONENTS V	DURATION Instantaneous
This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature. The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The DM rolls d100 and consults the table. Familiarity - Mishap - Similar Area - Off Target - On Target Permanent Circle - x - x - x - 01-100 Associated Object - x - x - x - 01-100 Very Familiar - 01-05 - 06-13 - 14-24 - 25-100 Seen Casually - 01-33 - 34-43 - 44-53 - 54-100 Viewed Once - 01-43 - 44-53 - 54-73 - 74-100 Description - 01-43 - 44-53 - 54-73 - 74-100 False Description - 01-50 - 51-100 - x - x Familiarity: "Permanent Circle" means a permanent teleportation circle whose sigil sequence you know. "Associated Object" means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a Lich's secret tomb. "Very Familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. "Seen Casually" is some place you have seen more than once, but with which you aren't very familiar.	
Wizard	7th Conjuration