

ARCANE GATE

CASTING TIME 1 action	RANGE 500 feet
COMPONENTS V, S	DURATION Concentration, up to 10 minutes

You create linked teleportation portals that remain open for the duration. Choose two points on the ground that you can see, one point within 10 feet of you and one point within 500 feet of you. A circular portal, 10 feet in diameter, opens over each point. If the portal would open in the space occupied by a creature, the spell fails, and the casting is lost.

The portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and perpendicular to it at the points you choose. A ring is visible only from one side (your choice), which is the side that functions as a portal.

Any creature or object entering the portal exits from the other portal as if the two were adjacent to each other, passing through a portal from the non-portal side has no effect. The mist that fills each portal is opaque and blocks vision through it. On your turn, you can rotate the rings as a bonus action so that the active side faces in a different direction.

Wizard6th Conjuraction

CHAIN LIGHTNING

CASTING TIME 1 action	RANGE 150 feet
COMPONENTS V, S, M	DURATION Instantaneous

*a bit of fur, a piece of amber, glass, or crystal rod, and three silver pins*

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

Wizard6th Evocation

CONTINGENCY

CASTING TIME 10 minutes	RANGE Self
COMPONENTS V, S, M	DURATION 10 days

*a statuette of yourself carved from ivory and decorated with gems worth at least 1,500 gp*

Choose a spell of 6th level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell, called the contingent spell, as part of casting contingency, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a contingency cast with water breathing might stipulate that water breathing comes into effect when you are engulfed in water or a similar liquid.

The contingent spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then contingency ends.

The contingent spell takes effect only on you, even if it can normally target others. You can use only one contingency spell at a time. If you cast this spell again, the effect of another contingency spell on you ends. Also, contingency ends on you if its material component is ever not on your person.

Wizard6th Evocation

CREATE UNDEAD

CASTING TIME 1 minute	RANGE 10 feet
COMPONENTS V, S, M	DURATION Instantaneous

*one clay pot filled with grave dirt, one clay pot filled with brackish water, and one 150 gp black onyx stone for each corpse.*

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoid within range. Each corpse becomes a ghoul under your control. (The DM has game statistics for these creatures.)

As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends.

This use of the spell reasserts your control over up to three creatures you have animated with this spell, rather than animating new ones.

At Higher Levels: When you cast this spell using a 7th-level

Wizard6th Necromancy

CIRCLE OF DEATH

CASTING TIME 1 action	RANGE 150 feet
COMPONENTS V, S, M	DURATION Instantaneous

*the powder of a crushed black pearl worth at least 500 gp*

A sphere of negative energy ripples out in a 60-foot-radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

Wizard6th Necromancy

DISINTEGRATE

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

*a lodestone and a pinch of dust*

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by Wall of Force.

A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6+40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

Wizard6th Transmutation

DRAWMIJ'S INSTANT SUMMON

(RITUAL)

CASTING TIME 1 minute	RANGE Touch
COMPONENTS V, S, M	DURATION Until dispelled

*a sapphire worth 1,000 gp*

You touch an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The spell leaves an invisible mark on its surface and invisibly inscribes the name of the item on the sapphire you use as the material component. Each time you cast this spell, you must use a different sapphire.

At any time thereafter, you can use your action to speak the item's name and crush the sapphire. The item instantly appears in your hand regardless of physical or planar distances, and the spell ends.

If another creature is holding or carrying the item, crushing the sapphire doesn't transport the item to you, but instead you learn who the creature possessing the object is and roughly where that creature is located at that moment.

Dispel magic or a similar effect successfully applied to the sapphire ends this spell's

Wizard6th Conjuraction

EYEBITE

CASTING TIME 1 action	RANGE Self
COMPONENTS V, S	DURATION Concentration, up to 1 minute

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of Eyebite.

Asleep: The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked: The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

Sickened: The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

Wizard6th Necromancy

FLESH TO STONE

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

*a pinch of lime, water, and earth*

You attempt to turn one creature that you can see within range into stone. If the targets body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive, keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

Wizard6th Transmutation

GUARDS AND WARDS

CASTING TIME 10 minutes	RANGE Touch
COMPONENTS V, S, M	DURATION 24 hours

*burning incense, a small measure of brimstone and oil, a knotted string, a small amount of amber hulk blood, and a small silver rod worth at least 10 gp*

You create a ward that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares). The warded area can be up to 20 feet tall, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the spell.

When you cast this spell, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

Guards and wards create the following effects within the warded area.

Corridors: Fog fills all the warded corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses.

Doors: All doors in the warded area are magically locked, as if sealed by an arcane lock spell. In addition, you can cover up to ten doors with an illusion (equivalent to the illusory object function of the minor illusion spell) to make them appear as

Wizard6th Abjuration

MASS SUGGESTION

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, M	DURATION 24 hours

*a snake's tongue and either a bit of honeycomb or a drop of sweet oil*

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell.

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the spell ends, the activity isn't performed.

If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

At Higher Levels: When you cast this spell using a 7th-level spell slot, the duration is 10 days. When you use an 8th-level

Wizard6th Enchantment

OTTO'S IRRESISTIBLE DANCE

CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V	DURATION Concentration, up to 1 minute

Choose one creature that you can see within range. The target begins a comic dance in place - shuffling, tapping its feet, and capering for the duration. Creatures that can't be charmed are immune to this spell.

A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this spell, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw to regain control of itself. On a successful save, the spell ends.

Wizard6th Enchantment

GLOBE OF INVULNERABILITY

CASTING TIME 1 action	RANGE Self (10-foot radius)
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

*a glass or crystal bead that shatters when the spell ends*

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.

Wizard6th Abjuration

MAGIC JAR

CASTING TIME 1 minute	RANGE Self
COMPONENTS V, S, M	DURATION Until dispelled

*a gem, crystal, reliquary, or some other ornamental container worth at least 500 gp*

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a humanoid body.

You can attempt to possess any humanoid within 100 feet of you that you can see (creatures warded by a protection from evil and good or magic circle spells can't be possessed). The target must make a Charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class feature. If the target has any class levels, you can't use any of its class features.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take

Wizard6th Necromancy

PROGRAMMED ILLUSION

CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S, M	DURATION Until dispelled

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again.

The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase. 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 the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Wizard6th Illusion

MOVE EARTH

CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S, M	DURATION Concentration, up to 2 hours

*an iron blade and a small bag containing a mixture of soils - clay, loam, and sand*

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Wizard6th Transmutation

OTILUKE'S FREEZING SPHERE

CASTING TIME 1 action	RANGE 300 feet
COMPONENTS V, S, M	DURATION Instantaneous

*a small crystal sphere*

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On successful save, it takes half as much damage.

If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your spell save DC to break free.

You can refrain from firing the globe after completing the spell, if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th

Wizard6th Evocation

SUNBEAM

CASTING TIME 1 action	RANGE Self (60-foot line)
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute

*a magnifying glass*

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

You can create a new line of radiance as your action on any turn until the spell ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. The light is sunlight.

Wizard6th Evocation

TRUE SEEING		WALL OF ICE	
CASTING TIME	RANGE	CASTING TIME	RANGE
1 action	Touch	1 action	120 feet
COMPONENTS	DURATION	COMPONENTS	DURATION
V, S, M	1 hour	V, S, M	Concentration, up to 10 minutes
<i>an ointment for the eyes that costs 25 gp, is made from mushroom powder, saffron, and fat, and is consumed by the spell</i>		<i>a small piece of quartz</i>	
This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.		You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration. If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, the creature takes 10d6 cold damage, or half as much damage on a successful save. The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a Constitution saving throw. The creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one. At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the damage the wall deals when it appears increases by 2d6, and the damage from passing through the sheet of frigid air increases by 1d6 for each slot level above 6th.	
Wizard		Wizard	
6th Divination		6th Evocation	