

ASTRAL PROJECTION <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 hour</td><td>10 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Special</td></tr> </table> <i>for each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which the spell consumes</i> 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. 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. 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 of you. Wizard 9th Necromancy		CASTING TIME	RANGE	1 hour	10 feet	COMPONENTS	DURATION	V, S, M	Special
CASTING TIME	RANGE								
1 hour	10 feet								
COMPONENTS	DURATION								
V, S, M	Special								
IMPRISONMENT <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 minute</td><td>30 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Until dispelled</td></tr> </table> <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> 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. When you cast the spell, you choose one of the following forms of imprisonment. 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. 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. The special component for this version of the spell is a fine chain of precious metal. Madness: The spell transports the target into a feverish, chaotic state of mind. Wizard 9th Abjuration		CASTING TIME	RANGE	1 minute	30 feet	COMPONENTS	DURATION	V, S, M	Until dispelled
CASTING TIME	RANGE								
1 minute	30 feet								
COMPONENTS	DURATION								
V, S, M	Until dispelled								
POWER WORD KILL <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V</td><td>Instantaneous</td></tr> </table> 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. Wizard 9th Enchantment		CASTING TIME	RANGE	1 action	60 feet	COMPONENTS	DURATION	V	Instantaneous
CASTING TIME	RANGE								
1 action	60 feet								
COMPONENTS	DURATION								
V	Instantaneous								
FORESIGHT <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 minute</td><td>Touch</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>8 hours</td></tr> </table> <i>a hummingbird feather</i> 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. This spell immediately ends if you cast it again before its duration ends. Wizard 9th Divination		CASTING TIME	RANGE	1 minute	Touch	COMPONENTS	DURATION	V, S, M	8 hours
CASTING TIME	RANGE								
1 minute	Touch								
COMPONENTS	DURATION								
V, S, M	8 hours								
METEOR SWARM <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>1 mile</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>Instantaneous</td></tr> </table> Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once. The spell damages objects in the area and ignites flammable objects that aren't being worn or carried. Wizard 9th Evocation		CASTING TIME	RANGE	1 action	1 mile	COMPONENTS	DURATION	V, S	Instantaneous
CASTING TIME	RANGE								
1 action	1 mile								
COMPONENTS	DURATION								
V, S	Instantaneous								
SHAPECHANGE <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>Self</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 1 hour</td></tr> </table> <i>a jade circlet worth at least 1,500 gp, which you must place on your head before you cast the spell</i> You assume the form of a different creature for the duration. The new form can be any creature with a challenge rating equal to your level or lower. The creature can't be a construct or an undead, and you must have seen the sort of creature at least once. You transform into an average example of that creature, one without any class levels or the Spellcasting trait. Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies. In addition to gaining those of the creature, if the creature has the same proficiency as you, and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form. You assume the hit points and Hit Dice of the new form. When you revert to your normal, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You retain the benefit of any features from your class, race, or Wizard 9th Transmutation		CASTING TIME	RANGE	1 action	Self	COMPONENTS	DURATION	V, S, M	Concentration, up to 1 hour
CASTING TIME	RANGE								
1 action	Self								
COMPONENTS	DURATION								
V, S, M	Concentration, up to 1 hour								
TRUE POLYMORPH <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>30 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 1 hour</td></tr> </table> <i>a drop of mercury, a dollop of gum arabic, and a wisp of smoke</i> 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. 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. 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. 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 Wizard 9th Transmutation		CASTING TIME	RANGE	1 action	30 feet	COMPONENTS	DURATION	V, S, M	Concentration, up to 1 hour
CASTING TIME	RANGE								
1 action	30 feet								
COMPONENTS	DURATION								
V, S, M	Concentration, up to 1 hour								
PRISMATIC WALL <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S</td><td>10 minutes</td></tr> </table> A shimmering, multicolored plane of light forms a vertical opaque wall - up to 90 feet long, 30 feet high, and 1 inch thick - entered on a point you can see within range. Alternatively, you can shape the wall into a sphere up to 30 feet in diameter centered on a point you choose within range. The wall remains in place for the duration. If you position the wall so that it passes through a space occupied by a creature, the spell fails, and your action and the spell slot are wasted. The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. You and creatures you designate at the time you cast the spell can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, the creature must succeed on a Constitution saving throw or become blinded for 1 minute. The wall consists of seven layers, each with a different color. When a creature attempts to reach into or pass through the wall, it does so one layer at a time through all the wall's layers. As it passes or reaches through each layer, the creature must make a Dexterity saving throw or be affected by that layer's properties as described below. The wall can be destroyed, also one layer at a time, in order from red to violet, by means specific to each layer. Once a layer is destroyed, it remains so for the duration of the spell. A rod of cancellation destroys a prismatic wall, but an antimagic field has no effect on it. Red: The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. While this layer is intact, the creature is blinded. Wizard 9th Abjuration		CASTING TIME	RANGE	1 action	60 feet	COMPONENTS	DURATION	V, S	10 minutes
CASTING TIME	RANGE								
1 action	60 feet								
COMPONENTS	DURATION								
V, S	10 minutes								
GATE <table> <tr> <td>CASTING TIME</td><td>RANGE</td></tr> <tr> <td>1 action</td><td>60 feet</td></tr> <tr> <td>COMPONENTS</td><td>DURATION</td></tr> <tr> <td>V, S, M</td><td>Concentration, up to 1 minute</td></tr> </table> <i>a diamond worth at least 5,000 gp</i> You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration. The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal. Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains. When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the DM deems appropriate. It might become hostile to you and your allies. Wizard 9th Conjunction		CASTING TIME	RANGE	1 action	60 feet	COMPONENTS	DURATION	V, S, M	Concentration, up to 1 minute
CASTING TIME	RANGE								
1 action	60 feet								
COMPONENTS	DURATION								
V, S, M	Concentration, up to 1 minute								

TIME STOP		WISH		WEIRD	
CASTING TIME 1 action	RANGE Self	CASTING TIME 1 action	RANGE Self	CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V	DURATION Instantaneous	COMPONENTS V, S, M	DURATION Instantaneous	COMPONENTS V, S	DURATION Concentration, up to 1 minute
You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4+1 turns in a row, during which you can use actions and move as normal. This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.		Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires. The basic use of this spell is to duplicate any other spell of or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect. Alternatively, you can create one of the following effects of your choice. • You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground. • You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the greater restoration spell. • You grant up to ten creatures that you can see resistance to a damage type you choose. • You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack. • You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.		Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends for that creature.	
Wizard		9th Transmutation		Wizard	
		Wizard		9th Illusion	