

## Blade Barrier

6th-level evocation



1 action



Concentration, up to 10 minutes



90 feet



V, S

You create a vertical wall of whirling, razor-sharp blades made of magical energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

## Blade Barrier

6th-level evocation

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.

## Create Undead

6th-level necromancy



1 minute



Instantaneous



10 feet



V, S, M (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 humanoids within range. Each corpse becomes a ghoul under your control. (The DM has game statistics for these creatures.)

## Create Undead

6th-level necromancy

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.

## Create Undead

6th-level necromancy

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 level:** When you cast this spell using a 7th-level spell slot, you can animate or reassert control over four ghouls. When you cast this spell using an 8th-level spell slot, you can animate or reassert control over five ghouls or two ghosts or wights. When you cast this spell using a 9th-level spell slot, you can animate or reassert control over six ghouls, three ghosts or wights, or two mummies.

## Find the Path

6th-level divination



1 minute



Concentration, up to 1 day



Self



V, S, M (a set of divinatory tools -- such as bones, ivory sticks, cards, teeth, or carved runes -- worth 100 gp and an object from the location you wish to find)

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a green dragon's lair"), the spell fails.

## Find the Path

6th-level divination

For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

## Forbiddance

6th-level abjuration (ritual)



10 minutes



1 day



Touch



V, S, M (a sprinkling of holy water, rare incense, and powdered ruby worth at least 1000 gp)

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the "gate (lv1 9)" spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, Feywild, Shadowfell, or the "plane shift (lv1 7)" spell.

## Forbiddance

6th-level abjuration (ritual)

In addition, the spell damages types of creatures that you choose when you cast it. Choose one or more of the following: celestials, elementals, fey, fiends, and undead. When a chosen creature enters the spell's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (your choice when you cast this spell).

When you cast this spell, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the spell.

The spell's area can't overlap with the area of another \*forbiddance\* spell.



## Forbiddance

6th-level abjuration (ritual)

If you cast \*forbiddance\* every day for 30 days in the same location, the spell lasts until it is dispelled, and the material components are consumed on the last casting.

## Harm

6th-level necromancy

1 action

Instantaneous

60 feet

V, S

You unleash a virulent disease on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took.

## Harm

6th-level necromancy

Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

## Heal

6th-level evocation

1 action

Instantaneous

60 feet

V, S

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.

**At higher level:** When you cast this spell using a spell slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

## Heroes' Feast

6th-level conjuration

10 minutes

Instantaneous

30 feet

V, S, M (a gem-encrusted bowl worth at least 1,000 gp, which the spell consumes)

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve other creatures can partake of the feast.

A creature that partakes of the feast gains several benefits.

## Heroes' Feast

6th-level conjuration

The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

## Planar Ally

6th-level conjuration

10 minutes

Instantaneous

60 feet

V, S

You beseech an otherworldly entity for aid. The being must be known to you: a god, a primordial, a demon prince, or some other being of cosmic power. That entity sends a celestial, an elemental, or a fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (GM's choice).

## Planar Ally

6th-level conjuration

When the creature appears, it is under no compulsion to behave in any particular way. You can ask the creature to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple (fly us across the chasm, or help us fight a battle) to complex (spy on our enemies, or protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A celestial might require a sizable donation of gold or magic items to an allied temple, while a fiend might demand a living sacrifice or a gift of treasure. Some creatures might exchange their service for a quest undertaken by you.

## Planar Ally

6th-level conjuration

As a rule of thumb, a task that can be measured in minutes requires a payment worth 100 gp per minute. A task measured in hours requires 1,000 gp per hour. And a task measured in days (up to 10 days) requires 10,000 gp per day. The DM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived. Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

## Planar Ally

6th-level conjuration

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

A creature enlisted to join your group counts as a member of it, receiving a full share of experience points awarded.

## True Seeing

6th-level divination



1 action



1 hour



Touch



V, S, M (an ointment for the eyes that costs 25 gp, is made from mushroom powder, saffron, and fat, and is consumed by the spell)

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.

## Word of Recall

6th-level conjuration



1 action



Instantaneous



5 feet



V

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

## Word of Recall

6th-level conjuration

You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect.