Delayed Blast Fireball
7th-level evocation

⏱ 1 action

⧗ Concentration, up to 1 minute

⇗ 150 feet

⚱ V, S, M (a tiny ball of bat guano and sulfur)

A beam of yellow light flashes from your pointing finger, then condenses to linger at a chose 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.

Delayed Blast Fireball
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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 dn ignites flammable objects that aren't being worn or carried.

Delayed Blast Fireball
7th-level evocation

At higher level: 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.

Etherealness
7th-level transmutation

⏱ 1 action

⧗ Up to 8 hours

⇗ Self

⚱ V, S

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 plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

Etherealness
7th-level transmutation

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 plane you originated from.

When the spell ends, you immediately return to the plan you originated from in the spot you currently occupy.

Etherealness
7th-level transmutation

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 level: 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 must be within 10 feet of you when you cast the spell.

Finger of Death
7th-level necromancy

⏱ 1 action

⧗ Instantaneous

⇗ 60 feet

⚱ V, S

You send negative engery 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.

Finger of Death
7th-level necromancy

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.

Fire Storm
7th-level evocation

⏱ 1 action

⧗ Instantaneous

⇗ 150 feet

⚱ V, S

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10-foot-cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one.

Fire Storm
7th-level evocation

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell.

Plane Shift
7th-level conjuration

- ⏱ 1 action
- ⧗ Instantaneous
- ↗ Touch
- ⚱ V, S, M (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 Dispater 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 is Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion.

Plane Shift
7th-level conjuration

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. Chose 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 this save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

Prismatic Spray
7th-level evocation

- ⏱ 1 action
- ⧗ Instantaneous
- ↗ Self (60-foot cone)
- ⚱ V, S

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.

- **Red:** The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one.

Prismatic Spray
7th-level evocation

- **Orange:** The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one.

- **Yellow:** The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

- **Green:** The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one.

- **Blue:** The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.

Prismatic Spray
7th-level evocation

- **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.

Prismatic Spray
7th-level evocation

- **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 GM'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 cast into the Astral or Ethereal planes.)

- **Special:** The target is struck by two rays. Roll twice more, rerolling any 8.

Reverse Gravity
7th-level transmutation

- ⏱ 1 action
- ⧗ Concentration, up to 1 minute
- ↗ 100 feet
- ⚱ V, S, M (a lodestone and iron filings)

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.

Reverse Gravity
7th-level transmutation

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creature 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.

Teleport
7th-level conjuration

- 1 action
- Instantaneous
- 10 feet
- V

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.

Teleport
7th-level conjuration

Your familiarity with the destination determines whether you arrive there successfully. The GM rolls d100 and consults the table.

Familiarity	Mishap	Similar Area	Off Target	On Target
Permanent circle	-	-	-	01-100
Associated object	-	-	-	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 destination	01-50	51-100	-	-

Teleport
7th-level conjuration

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 someplace you have seen more than once but with which you aren't very familiar.

"Viewed once" is a place you have seen once, possibly using magic.

Teleport
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"Description" is a place whose location and appearance you know through someone else's description, perhaps from a map.

"False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

On Target: You and your group (or the target object) appear where you want to.

Off Target: You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is 1d10 × 1d10 percent of the distance that was to be traveled.

Teleport
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For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The GM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area: You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory.

Teleport
7th-level conjuration

Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Mishap: The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the GM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).