Spells (7th): The Treantmonk Variant

Delayed Blast Fireball
7th level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M*
Duration: 1 minute concentration

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 8d6. If at the end of your turn the bead has not yet detonated, the damage increases by 2d6.

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 damage increase each round increases by 1d6 for each slot level above 7th.

-* (a tiny ball of bat guano and sulfur)

Divine Word
7th level evocation

Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: Instantaneous

You utter a divine word, imbued with the power that shaped the world at the dawn of creation. Choose any number of creatures you can see within range. Each creature that can hear you must make a Charisma saving throw. On a failed save, a creature suffers an effect based on its current hit points:

- 50 hit points or fewer: **deafened** for 1 minute
- 40 hit points or fewer: **deafened** and **blinded** for 10 minutes
- 30 hit points or fewer: **blinded**, **deafened**, and **stunned** for 1 hour
- 20 hit points or fewer: killed instantly

Regardless of its current hit points, a celestial, an elemental, a fey, or a fiend that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to your current plane for 24 hours by any means short of a wish spell.

Fire Storm
7th level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Instantaneous

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 10d10 fire damage on a failed save, or half as much damage on a successful one.

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.

Magnificent Mansion
7th level conjuration

Casting Time: 1 minute (ritual)
Range: 300 feet
Components: V, S, M*
Duration: 24 hours

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 but can't leave it. Furnishings and other objects created by this spell dissipate into smoke if removed from the mansion. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

If you cast this spell again while a previous dwelling is in existence, the previous spell ends.

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

Mordenkainen's Sword

7th level evocation

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M*
Duration: 1 hour

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 60 feet to a spot you can see and repeat this attack against the same target or a different one.

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

Prismatic Spray

7th level evocation

Casting Time: 1 action
Range: self
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 two d8's to determine which color rays affect it. If you roll the same effect twice, the creature is affected twice by the same color.

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 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.)

8. Special. The target is struck by an additional ray. Roll twice more, rerolling any 8.

Regenerate

7th level transmutation

Casting Time: 1 minute
Range: touch
Components: V, S, M*
Duration: 1 hour

You touch a creature and stimulate its natural healing ability. The target regains 4d8 + 15 hit points. For the duration of the spell, the target regains 2 hit points at the start of each of its turns (20 hit points each minute).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

-* (a prayer wheel and holy water)

Sequester

7th level transmutation

Casting Time: 1 action
Range: touch
Components: V, S, M*
Duration: Until Dispelled

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 divination 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 tarrasque awakens." This spell also ends if the target takes any damage.

-* (a powder composed of diamond, emerald, ruby, and sapphire dust worth at least 500 gp, which the spell consumes)

Simulacrum

7th level illusion

Casting Time: 12 hours
Range: touch
Components: V, S, M*
Duration: Until Dispelled

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, except that it is a construct.

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 does it gain any benefits from short or long rests. A simulacrum with spell slots may not use a spell slot above 5th level.

If the simulacrum is damaged, it can only be repaired in an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point it regains. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly.

If you cast this spell again, any duplicate you created with this spell is instantly destroyed.

-* (snow or ice in quantities sufficient to made a life-size copy of the duplicated creature; some hair, fingernail 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)

Symbol
7th level abjuration

Casting Time: 1 minute
Range: touch
Components: V, S, M*
Duration: Until Dispelled or triggered

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 kind (for example, the ward could be set to affect hags or shapechangers). You can also specify creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose one of the options below for its effect. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

Death. Each target must make a Constitution saving throw, taking 10d10 necrotic damage on a failed save, or half as much damage on a successful save.

Discord. Each target must make a Constitution saving throw. On a failed save, a target bickers and argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has disadvantage on attack rolls and ability checks.

Fear. Each target must make a Wisdom saving throw and becomes frightened for 1 minute on a failed save. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the glyph on each of its turns, if able.

Hopelessness. Each target must make a Charisma saving throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects.

Insanity. Each target must make an Intelligence saving throw. On a failed save, the target is driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The GM controls its movement, which is erratic.

Pain. Each target must make a Constitution saving throw and becomes incapacitated with excruciating pain for 1 minute on a failed save.

Sleep. Each target must make a Wisdom saving throw and falls unconscious for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

Stunning. Each target must make a Wisdom saving throw and becomes stunned for 1 minute on a failed save.

-* (mercury, phosphorus, and powdered diamond and opal with a total value of at least 100 gp, which the spell consumes)