

FINAL CONFRONTATION

9th-level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A golden gauntlet worth at least 500 gp, which the spell consumes)

Duration: 1 hour

You transport yourself and one hostile creature to an alternate, infinite plane of existence. Once you reach the plane, both you and the target are restored to full hit points, and neither of you can leave until one of you is killed or the duration expires, and no other creatures can enter the plane. If the target is killed before the end of the duration, you return to space where you left, and you permanently gain the ability to shapeshift into the creature you killed.

However, if the target kills you, the target returns to the space where it left, and your body returns to the space where you left.

The creature you target must make a wisdom saving throw, and if it succeeds, neither of you are transported to the plane.

In order to shapeshift into a creature you have defeated, you must use your action to transform. You assume the hit points of your new form, and if you revert to your normal form as a bonus action, you return to the number of hit points you had before transforming. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. If you shift again without taking a long rest, you assume the hit points you had before reverting. While shifted, you retain your personality, intelligence, wisdom, and charisma.

If you use this spell again and defeat another creature, you may only shift into the most recently defeated creature.

Taken from Magic the Gathering

