

Rite Publishing Presents

# 101 Fourth Level Spells



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*Rite Publishing Presents:*

# 101 Fourth Level Spells

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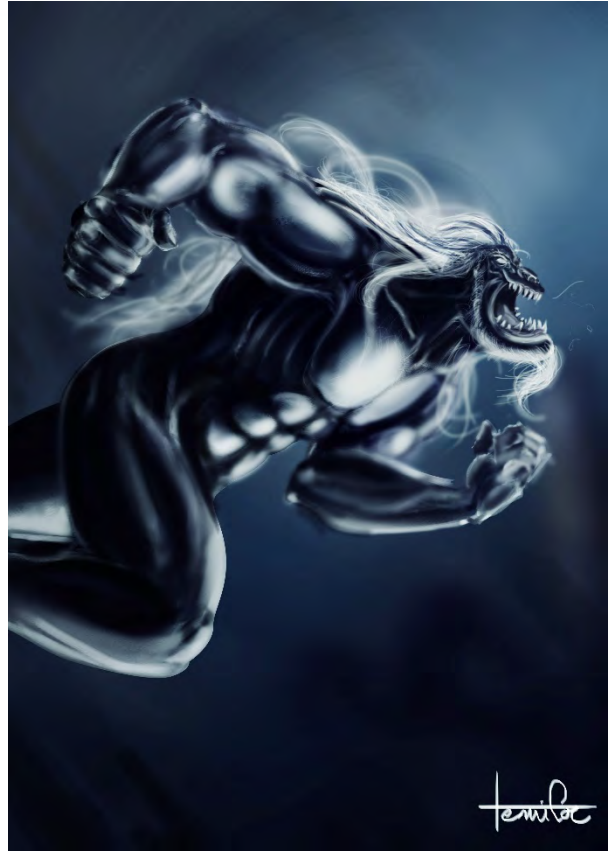
*"The Science and Art of causing Change to occur in conformity with Will."*

- Aleister Crowley

# Spell Lists

## 4th-Level Bard Spells

- Armor Plating:** You gain a +5 bonus to armor.
- Boorishness:** Subject has disadvantage and a penalty to Charisma rolls.
- Charm Person, Mass:** As *charm person*, but affects multiple targets within 30 feet.
- Contingent Serious Healing:** Target that takes 12 or more damage instantly heals 3d8 hit points. (bonus action)
- Counter Silence:** Dispels magical silence. (bonus action)
- Crystalguard, Lesser:** Ten crystals absorb spells, effects, and abilities.
- Curse of Wanderlust:** Forces target to travel in a random direction.
- Depth Charge:** You stun and deal thunder damage to underwater targets or damage surface targets in a smaller area.
- Dying Vengeance:** Upon caster's death, a scream curses the killer, inflicting 2d10 necrotic damage per day.
- Eldritch Mouth:** As *magic mouth*, but can trigger command word magic items and effects. (ritual)
- Fit of Pique, Greater:** Targets are forced to attack their allies.
- Fold:** You become paper-thin and fold yourself into a small square. (bonus action)
- Foosle:** Subjects become clumsy, suffering penalties to their attacks, checks and more.
- Inspiring Word:** Grant allies temporary hit points, and advantage on attacks, Wisdom saves, and against fear.
- Maddening Insult:** Uncontrollable anger drives target creature to melee attack you and suffer penalties to AC and attacks.
- Massmorph into Trees:** Subjects appear as normal trees.
- Multi-Image:** Creates multiple images of the caster, all of which can act independently.
- Power Word: Laughter:** With a powerful word, you send an opponent into a fit of laughter.
- Remember Way:** Allow a conveyance or animal to guide itself on a known path.
- Secret Missive:** Short, secret message is concealed within larger text. (ritual)
- Shimmering Crystal:** Targets see what they truly want.
- Sonic Blast:** Sonic energy inflicts 10d4 thunder damage to a target. (bonus action)
- Sonic Lance:** Creates melee weapon that inflicts 8d4 thunder damage. (bonus action).
- Subvert Charm:** Transfers original enchantment effect to caster's control.
- Supernatural Ward, Greater:** Subject gains a +10 bonus on saves against effects and abilities from creatures. (bonus action)
- Watchful Spirits:** Spiritual manifestations prevent you from being flanked and grant you advantage on one save.



*Greater Fit of Pique*

## 4th-Level Cleric Spells

- Armor of Force:** Spell attack rolls have disadvantage.
- Armor Plating:** You gain a +5 bonus to armor.
- Bestow Affliction:** Inflicts a disability on the target.
- Blood Curse:** Subject takes double damage from slashing and piercing weapons and fails all death saving throws.
- Borrow Limb:** Attach another creature's severed arm to yourself. (ritual)
- Circle of Censure:** Magical aura automatically damages aberrations, undead, and fiends and may cause them to flee.
- Cloud Dragon:** Make a cloud into a gold or silver dragon that can fly you about. (ritual)
- Commune with the Ancients:** Commune with the land or ancient ruins.
- Confession's Hand:** Forces out the truth in writing.
- Contingent Serious Healing:** Target that takes 12 or more damage instantly heals 3d8 hit points. (bonus action)
- Curse Ability:** You can remove one class ability or one monster ability from a target creature.
- Dampen Magic Item:** Remove the magic properties of an item for a few minutes.
- Escape the Bonds of Flesh:** Target suffers 3d8 necrotic damage; if below 0 hp, target's skeleton tears out of body and animates.

**Hand of Time:** Accelerates all magical effects in the area of effect.

**Heart of the Gazelle:** Creature gains speed, Dexterity and Constitution bonuses.

**Imbue Creature With Divine Power:** Grant a bonus to Strength, Dexterity, and Constitution checks, attacks, and saves and a bonus to damage.

**Kismet:** One creature takes damage when you do.

**Light Before, Darkness Behind:** You create a zone of *light* and *darkness* around an object or creature.

**Light of Truth:** A colored aura reveals subject's true or false statements to all.

**Sanctum:** You withdraw into an extradimensional space. (bonus action)

**Smite Foe:** Ray of sacred energy deals 5d8 radiant damage to one target or 10d8 radiant damage to fiends or undead.

**Soften:** Increase the damage to objects.

**Spirit Dragon:** You create the partially real illusion of an adult dragon.

**Stomach Bloom:** Subject is incapacitated and spews its stomach contents to deal 4d6 acid damage every 1d4 rounds.

**Symbol of Despair:** Triggered rune fills nearby creatures with utter despair. (ritual)

**Wall of Light:** You erect a wall that causes anyone who passes through it to glow.

**Watchful Spirits:** Spiritual manifestations prevent you from being flanked and grant you advantage on one save.

**Wave of Pain:** Subjects suffer disadvantage to attacks, checks, saves, and initiative, as well as their movement is reduced by 10 ft.

**Witchbreaker:** You generate a region that inflicts damage on arcane spellcasters.

**Zone of Mishaps:** Spells and casters in area must make a concentration check or their spells may fail.

**Zone of Parley:** You create a zone where a truce is enforced.

## 4th-Level Druid Spells

**Air and Water:** Intermix air and water in 15-ft.-radius emanation to allow breathing and impede movement or melee.

**Armor of Thorns:** You gain a +3 bonus to AC, and whenever an enemy strikes you with a natural or hand-held melee weapon, it takes 7 points of damage.

**Camouflage, Mass:** 7 stationary medium creatures gain +10 and advantage on Dexterity (stealth) checks.

**Circle of Censure:** Magical aura automatically damages aberrations, undead, and fiends and may cause them to flee.

**Cloud Dragon:** Make a cloud into a gold or silver dragon that can fly you about. (ritual)

**Commune with the Ancients:** Commune with the land or ancient ruins.

**Contingent Serious Healing:** Target that takes 12 or more damage instantly heals 3d8 hit points. (bonus action)

**Curse Ability:** You can remove one class ability or one monster ability from a target creature.

**Dust Cloud:** Obscures vision, blinds creatures, and impedes movement.

**Grappling Vine:** A sticky vine shoots forth to grapple and deal damage to a foe.

**Heart of the Gazelle:** Creature gains speed, Dexterity and Constitution bonuses.

**Imbue Creature With Divine Power:** Grant a bonus to Strength, Dexterity, and Constitution checks, attacks, and saves and a bonus to damage.

**Massmorph into Trees:** Subjects appear as normal trees.

**Primal Scream:** Cone deals thunder damage to creatures and objects, and grants you Strength and Constitution bonuses.

**Puffball:** Leathery sphere releases acidic vapor and toxic dust as splash weapon, deals 5d8 acid damage the main target and poison and blindness to those around the target

**Remember Way:** Allow a conveyance or animal to guide itself on a known path.

**Spirit Dragon:** You create the partially real illusion of an adult dragon.

**Steam Jet:** High-pressure steam deals 6d6 fire and bludgeoning damage, heats equipment, and can knock creatures back.

**Stomach Bloom:** Subject is incapacitated and spews its stomach contents to deal 4d6 acid damage every 1d4 rounds.

**Sunray:** You focus ambient light into a scorching beam, dealing damage as ranged spell attack. (bonus action)

**Teeth of the Wind:** Blast of air bludgeons and knocks creatures back.

**Unstable Form:** Target creature's body is destabilized into an amorphous mass.

## 4th-Level Paladin Spells

**Armor of Force:** Spell attack rolls have disadvantage.

**Armor of the Heart:** Add your Constitution bonus to your AC.

**Armor Plating:** You gain a +5 bonus to armor.

**Circle of Censure:** Magical aura automatically damages aberrations, undead, and fiends and may cause them to flee.

**Exile:** You put a creature into a temporary extradimensional prison tied to you.

**Exorcism:** Expel a possessing creature from a victim.

**Foresight of the Just Warrior:** You deal extra damage based on how hard you hit the target.

**Halo of Righteousness:** Grants allies a +3 bonus to AC and Dexterity saving throws, they ignore one chosen condition, and you can use your class abilities on them without touching them.

**Heroic Sacrifice:** You take the damage and effects for all chosen creatures. (reaction or bonus action)

**Ideal Restraints:** Conjured chains, manacles, and ropes restrain a creature.

**Last Act:** You ignore any conditions you are affected with for 1 round. (reaction or bonus action)

**Light of Truth:** A colored aura reveals subject's true or false statements to all.

**Martyr:** If the caster dies, he makes a *wish* that cannot bring him back to life.

**Portrait of the Wanted:** Create a drawing of the last person to touch an item. (ritual)

**Resist Damage:** Reduce all damage you take by an amount equal to your Constitution modifier.

**Shield of Ablation:** Minimizes all variable weapon damage inflicted on you.

**Smite Foe:** Ray of sacred energy deals 5d8 radiant damage to one target or 10d8 radiant damage to fiends or undead.

**Track Magic:** Allows you to trail a magical creature or spellcaster.

**True Sacrifice:** You grant a *true resurrection* and you die and cannot be raised or resurrected.

**Untiring:** Targets do not need to make Constitution checks related to fatigue or environmental conditions.

**Ward of Mercy:** All damage dealt within the area of the spell will not kill targets and all creatures succeed death saving throws.

**Witchbreaker:** You generate a region that inflicts damage on arcane spellcasters.

## 4th-Level Ranger Spells

**Armor of Thorns:** You gain a +3 bonus to AC, and whenever an enemy strikes you with a natural or hand-held melee weapon, it takes 7 points of damage.

**Circle of Censure:** Magical aura automatically damages aberrations, undead, and outsiders and may cause them to flee.

**Confession's Hand:** Forces out the truth in writing.

**Curse Ability:** You can remove one class ability or one monster ability from a target creature.

**Halt Device:** Mechanical object ceases to function.

**Heart of the Gazelle:** Creature gains speed, Dexterity and Constitution bonuses.

**Maddening Insult:** Uncontrollable anger drives target creature to melee attack you and suffer penalties to AC and attacks.

**Ideal Restraints:** Conjured chains, manacles, and ropes restrain a creature.

**Many Arms:** Target gains additional arms.

**Massmorph into Trees:** Subjects appear as normal trees.

**Portrait of the Wanted:** Create a drawing of the last person to touch an item. (ritual)

**Prophet's Eye:** See, hear, and feel a target's experiences.

**Remember Way:** Allow a conveyance or animal to guide itself on a known path.

**Track Magic:** Allows you to trail a magical creature or spellcaster.

## 4th-Level Warlock Spells

**Bestow Affliction:** Inflicts a disability on the target.

**Blood Curse:** Subject takes double damage from slashing and piercing weapons and fails all death saving throws.

**Boorishness:** Subject has disadvantage and a penalty to Charisma rolls.

**Charm Person, Mass:** As *charm person*, but affects multiple targets within 30 feet.

**Curse Ability:** You can remove one class ability or one monster ability from a target creature.

**Curse of Wanderlust:** Forces target to travel in a random direction.

**Dying Vengeance:** Upon caster's death, a scream curses the killer, inflicting 2d10 necrotic damage per day.

**Excruciating Grasp:** Touched creature takes possibly nonlethal damage and has disadvantage on Dexterity checks, saves, and attacks for a minute.

**Fit of Pique, Greater:** Targets are forced to attack their allies.

**Fooble:** Subjects become clumsy, suffering penalties to their attacks, checks and more.

**Maddening Insult:** Uncontrollable anger drives target creature to melee attack you and suffer penalties to AC and attacks.

**Multi-Image:** Creates multiple images of the caster, all of which can act independently.

**Shimmering Crystal:** Targets see what they truly want.

**Subvert Charm:** Transfers original enchantment effect to caster's control.

**Supernatural Ward, Greater:** Subject gains a +10 bonus on saves against effects and abilities from creatures. (bonus action)

**Watchful Spirits:** Spiritual manifestations prevent you from being flanked and grant you advantage on one save.

**Zone of Mishaps:** Spells and casters in area must make a concentration check or their spells may fail.

## 4th-Level Sorcerer/Wizard Spells

### Abjuration

**Armor of Force:** Spell attack rolls have disadvantage.

**Circle of Censure:** Magical aura automatically damages aberrations, undead, and fiends and may cause them to flee.

**Crystalguard, Lesser:** Ten crystals absorb spells, effects, and abilities.

**Dampen Magic Item:** Remove the magic properties of an item for a few minutes.

**Scapegoat, Greater:** Transfer multiple poor die rolls to another creature.

**Spell Turning, Lesser:** Reflects 1d4 + spell casting ability modifier levels of spells back at caster.

**Supernatural Ward, Greater:** Subject gains a +10 bonus on saves against effects and abilities from creatures. (bonus action)

**Zone of Mishaps:** Spells and casters in area must make a concentration check or their spells may fail.

### Conjuration

**Chaotic Blast:** You blast forth an attack that has an unpredictable form.

**Corrosive Touch:** Corrosive slime deals 4d6 acid damage plus 2d6 in subsequent rounds.

**Grappling Vine:** A sticky vine shoots forth to grapple and deal damage to a foe.

**Ideal Restraints:** Conjured chains, manacles, and ropes restrain a creature.

**Puffball:** Leathery sphere releases acidic vapor and toxic dust as splash weapon, deals 5d8 acid damage the main target and poison and blindness to those around the target.

**Stomach Bloom:** Subject is incapacitated and spews its stomach contents to deal 4d6 acid damage every 1d4 rounds.

**Watchful Spirits:** Spiritual manifestations prevent you from being flanked and grant you advantage on one save.

## Divination

**Light of Truth:** A colored aura reveals subject's true or false statements to all.

**Portrait of the Wanted:** Create a drawing of the last person to touch an item. (ritual)

**Prophet's Eye:** See, hear, and feel a target's experiences.

**Remember Way:** Allow a conveyance or animal to guide itself on a known path.

**Track Magic:** Allows you to trail a magical creature or spellcaster.

**Translocation Viewing:** You view the destination of a teleportation effect as if standing there. (ritual)

**Warrior's Insight:** You gain bonus to attack, damage, and AC.

## Enchantment

**Boorishness:** Subject has disadvantage and a penalty to Charisma rolls.

**Charm Person, Mass:** As *charm person*, but affects multiple targets within 30 feet.

**Confession's Hand:** Forces out the truth in writing.

**Fit of Pique, Greater:** Targets are forced to attack their allies.

**Fooble:** Subjects become clumsy, suffering penalties to their attacks, checks and more.

**Inspiring Word:** Grant allies temporary hit points, and advantage on attacks, Wisdom saves, and against fear.

**Maddening Insult:** Uncontrollable anger drives target creature to melee attack you and suffer penalties to AC and attacks.

**Power Word: Laughter:** With a powerful word, you send an opponent into a fit of laughter.

**Shimmering Crystal:** Targets see what they truly want

**Subvert Charm:** Transfers original enchantment effect to caster's control.

**Symbol of Despair:** Triggered rune fills nearby creatures with utter despair.(ritual)

## Evocation

**Depth Charge:** You stun and deal thunder damage to underwater targets or damage surface targets in a smaller area.

**Dust Cloud:** Obscures vision, blinds creatures, and impedes movement.

**Light Before, Darkness Behind:** You create a zone of *light* and *darkness* around an object or creature.

**Retaliatory Missile:** You reduce your damage from ranged attacks and every time a missile attacks you, you cast *magic missile* at the attacker.

**Shockwave:** Deals 10d6 thunder and throw enemies away from you in a 10-ft.-radius burst.

**Spiritbow, Lesser:** Bow of magical force can be wielded or attack on its own, firing regular or special force projectiles.

**Staffstrike:** Shockwaves from your staff deal bludgeoning and thunder damage plus deafen creatures; can also stun and knock creatures down.

**Steam Jet:** High-pressure steam deals 6d6 fire and bludgeoning damage, heats equipment, and can knock creatures back.

**Sunray:** You focus ambient light into a scorching beam, dealing damage as ranged spell attack.(bonus action)

**Teeth of the Wind:** Blast of air bludgeons and knocks creatures back.

**Wall of Light:** You erect a wall that causes anyone who passes through it to glow.

## Illusion

**Camouflage, Mass:** 7 stationary medium creatures gain +10 and advantage on Dexterity (stealth) checks.

**Eldritch Mouth:** As magic mouth, but can trigger command words, magic items, and effects. (ritual)

**Eyes of Decay:** Subject sees an apocalyptic nightmare of undeath.

**Massmorph into Trees:** Subjects appear as normal trees.

**Multi-Image:** Creates multiple images of the caster, all of which can act independently.

## Necromancy

**Blood Curse:** Subject takes double damage from slashing and piercing weapons and fails all death saving throws.

**Borrow Limb:** Attach another creature's severed arm to yourself. (ritual)

**Curse Ability:** You can remove one class ability or one monster ability from a target creature.

**Excruciating Grasp:** Touched creature takes possibly nonlethal damage and has disadvantage on Dexterity checks, saves, and attacks for a minute.

**Wave of Pain:** Subjects suffer disadvantage to attacks, checks, saves, and initiative, and their movement is reduced by 10 ft.

## Transmutation

**Alter Range:** Decrease or increase the range increment of ranged weapons.

**Armor Plating:** You gain a +5 bonus to armor.

**Brilliant Strike:** Attack passes through armor and shield. (bonus action)

**Cloud Dragon:** Make a cloud into a gold or silver dragon that can fly you about. (ritual)

**Fold:** You become paper-thin and fold yourself into a small square. (bonus action)

**Giant Lava Ball:** Transmutes stone into giant lava ball. (bonus action)

**Gruesome Appetite:** Grants bite attack and can swallow enemies whole.

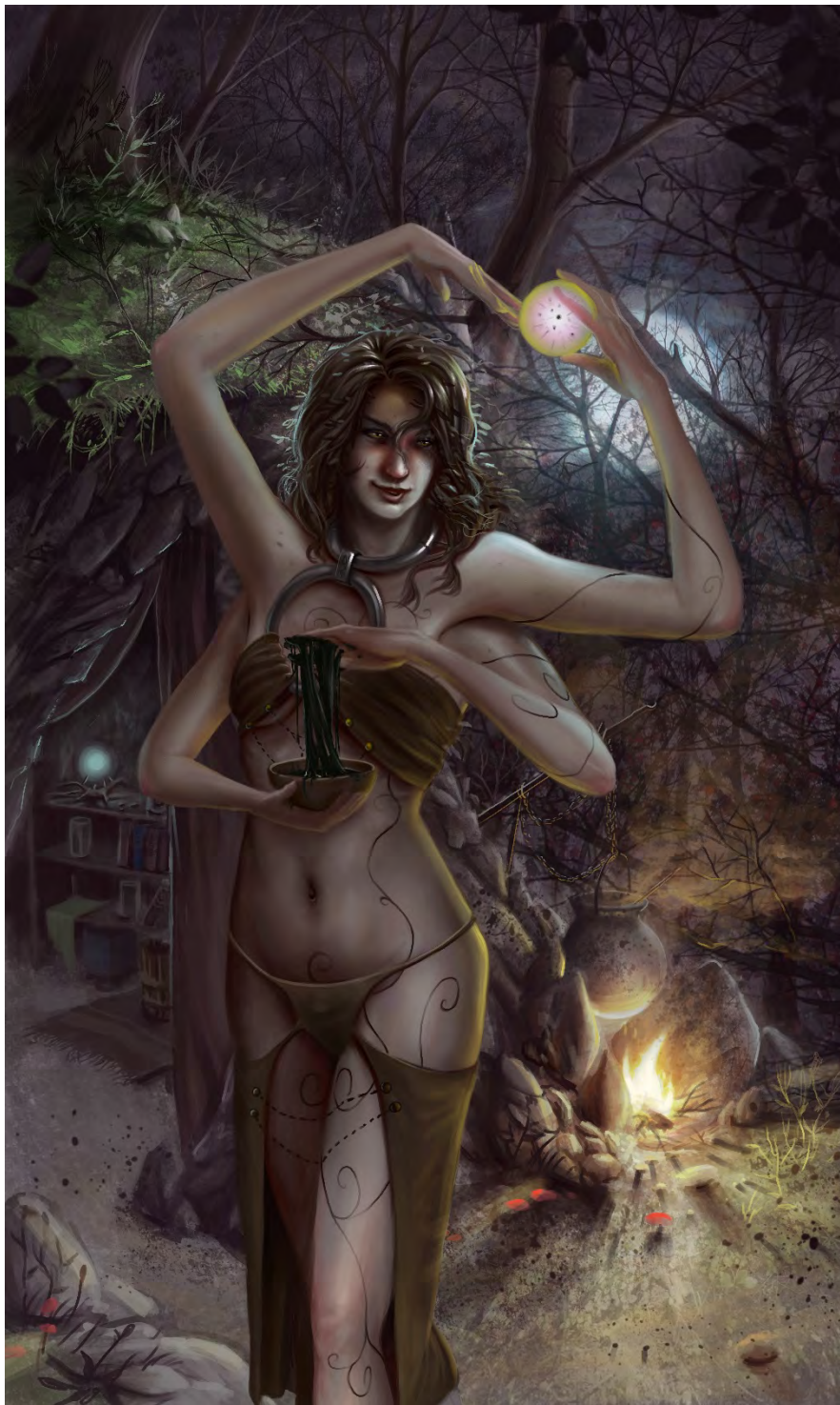
**Heart of the Gazelle:** Creature gains speed, Dexterity and Constitution bonuses.

**Many Arms:** Target gains additional arms.

**Secret Missive:** Short, secret message is concealed within larger text. (ritual)

**Solipsism:** Object is only real half the time, and can be ignored.

**Unstable Form:** Target creature's body is destabilized into an amorphous mass.



*Many Arms*

# Spell Descriptions

## Air and Water

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (sealed vial, half-filled with air and water)

**Duration:** 8 hours

You create a 15-foot-radius emanation centered on a creature or object touched, which moves when the object or creature moves, if placed on a creature or a movable object. The emanation acts on both air and water, creating an area where the two mix in roughly equal portions. Water within the emanation becomes suffused with bubbles of air, creating an area where air-breathing creatures can breathe normally, while air within the emanation becomes a very wet mist where water-breathing creatures can breathe normally. The spell does not affect any contaminants that may be suspended in the affected air or water, such as poison gases, silt, or smoke. Likewise, the spell does not function in a vacuum, nor will it affect any magical liquid or any nonmagical liquid that is not at least 75% water. Underwater, the emanation creates an environment that functions partly as a land area and partly as a water area. All the normal rules governing underwater combat apply except as noted here.

- The emanation functions as difficult terrain for any creature swimming through it.
- Land creatures make all melee attacks normally provided that both they and their opponents are within the emanation.
- Aquatic creature speeds suffer a -2 penalty on melee attacks if they or their targets are within the area.
- When an attacker inside the emanation attacks a target outside (or vice versa) the target has cover unless the attacker is under a *freedom of movement* effect (as the spell).
- A creature with a space larger than 5 feet can choose any area that it occupies to determine if it is inside or outside the emanation. Similarly, when attacking such a creature, the attacker can pick any of the squares the defender occupies to determine if is inside or outside the emanation.

On land, the emanation's damp fog can obscure vision (including darkvision). If line of sight to a creature or object passes through 10 to 15 feet of fog, the subject is lightly obscured. If line of sight passes through more than 15 feet of fog, the subject is heavily obscured. Unattended objects and points in space receive no saving throw against this spell. An unwilling creature can attempt a Wisdom saving throw to negate the effects if it or its equipment is the target of the spell.

## Alter Range

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** 400 feet

**Components:** V, S

**Duration:** 1 hour

You can either enhance the range of ranged weapons by doubling their ranges (e.g. 30/60 becomes 60/120), or reduce their range increment by one-half (e.g. 30/60 becomes 15/30). Constructs are allowed a Wisdom saving throw to resist the effects of this spell on their built-in weapons, and other creatures are allowed a Wisdom save to resist for weapons they carry.

## Armor of Force

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

You evoke bands of invisible force around a suit of armor, extending the armor's natural protective qualities to spell attacks. While this spell is in effect, any spell targeting you that requires an attack roll has disadvantage.

## Armor of the Heart

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

*Armor of the heart* imbues your armor with your own innate toughness and hardiness. While the spell is in effect, your armor gains a bonus to AC equal to your Constitution modifier (minimum +1). This spell only affects armor. It has no effect on shields or normal clothing.

## Armor of Thorns

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

For the duration of the spell, your torso grows a weave of green, writhing thorns. Creatures striking you with natural weapons or hand-held weapons take 7 piercing damage each time they hit you. In addition, the thorns grant the caster a +3 bonus to AC. The caster may will the thorns to move out of the way so he may safely receive beneficial touch-based spells and effects. As a full-round action, the caster can have the vines strike out from his body, dealing 6d4 points of damage to all creatures within a 5-foot-long, 180-degree arc in front of him,



or to all creatures within 5 feet of him (Dexterity saving throw for half damage).

## Armor Plating

4th-level transmutation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (four plates of metal)

**Duration:** Concentration, up to 1 hour

This spell allows the caster to make metal plates adhere and meld with his skin, literally bonding armor to him. The metal plates are the material focus of the spell, and grant a +5 bonus to AC. This bonus applies in addition to your normal armor. Due to the nature of the metal actually merging with the caster's skin, no penalties or the like are inflicted by the temporary armor as would normally occur by wearing heavy armor like disadvantage to Dexterity (stealth) checks. After the duration of the spell has expired, the armor plates simply drop off.

## Bestow Affliction

4th-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** until dispelled

*Bestow affliction* causes the target to suffer a permanent physical or mental disability if it fails a Constitution saving throw. The curse bestowed by this spell cannot be dispelled with *dispel magic*, but it can be removed with a *dispel evil and good* [break enchantment], *limited wish*, *miracle*, *remove curse*, or *wish* spell.

The caster can choose an affliction to bestow from the following list:

**Babble:** The afflicted's ability to speak coherently is compromised. Any time he attempts to communicate (including casting spells with verbal components), he must make a Wisdom saving throw (DC 16) or whatever he says comes out as gibberish.

**Barrenness/Infertility:** Certain demons, curses and diseases (and of course, old age) caused people to be unable to produce or bear offspring, and this affliction causes that in the target. This is a touchy subject, and the effects of the affliction might be entirely unimportant in some campaigns. It can be cured by any of the spells listed above.

**Cataracts:** Cataracts are an affliction that permanently degrades one's eyesight, causing -2 to Wisdom (perception) and Intelligence (investigation) checks and disadvantage to attack rolls.

**Dementia:** The afflicted's ability to interact with the real world is compromised. Any time he attempts to take a decisive action, he must make a Wisdom saving throw (DC 16), or act as though under the influence of a *confusion* spell.

**Diseased:** The afflicted has suffered physical scars from numerous sicknesses, and he perpetually stinks of infection. He



### Bestow Affliction

suffers disadvantage to his Charisma checks, saves, and attacks.

**Ecstatic:** The afflicted's ability to understand danger is compromised. In any excited or dangerous situations, he must make a Wisdom saving throw (DC 16), or spend the next 1d4 rounds singing and dancing like a drunk. While in ecstasy, he is unable to attack or to use any active defenses. At the end of each turn, make another Wisdom saving throw or the ecstasy continues.

**Fixation:** The afflicted takes on a quest in search of an unattainable goal (e.g. an imaginary object or impossible ideal) that puts him (and allies) into dangerous situations.

**Forgetfulness:** The afflicted's ability to remember facts is compromised. Any time he must do something that requires accessing his memory (including casting memorized spells), he must make an Intelligence saving throw (DC 16).

**Impotence:** The afflicted's ability to participate in sex and to procreate are compromised. This is another touchy subject, and its effects might be entirely unimportant in some campaigns.

**Lameness:** The afflicted's speed is halved, and he becomes incapable of running or charging. He also suffers a disadvantage on Strength (athletics) checks.

**Mute:** The afflicted loses the power of speech. He can still make himself understood through writing, and his hearing is unaffected.

**Paranoia:** The afflicted's ability to separate friend from foe is compromised. Any time someone confronts him with an

unexpected situation, he automatically views the other as an enemy and must make a Wisdom saving throw (DC 16) to avoid attacking him.

**Phobia:** The afflicted develops an irrational fear of a common object, creature, or condition. He believes the object of the phobia poses an immediate threat to him and may even see it where it doesn't exist.

**Sickly:** The Sickly affliction means that the victim is more likely to contract diseases. A Sickly person always has a low-level cough or fever, and disadvantage to any saves against diseases.

## Blood Curse

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** until dispelled

Make a melee attack roll against a target you are engaged with, on a success, you cause a target creature's blood to thin and its heart to beat faster, increasing blood flow—and with it, the amount of damage dealt by wounds. A target under the effects of this spell suffers double damage from all slashing or piercing damage attacks and automatically fails all death saving throws. This spell does not affect constructs, elementals, plants, oozes, or undead. The curse bestowed by this spell cannot be dispelled with *dispel magic*, but it can be removed with a *dispel evil and good [break enchantment]*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

## Boorishness

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S, M (a pinch of dung)

**Duration:** Concentration, up to 1 hour

If the target of the spell fails a Charisma saving throw, the subject becomes amazingly rude, boorishness or complete disinteresting depending on the subject's attitudes before being affected by the spell. The target has disadvantage and a 1d4 penalty on all Charisma checks, saves, spell casting attacks, and ability rolls for the duration of the spell. If the subject casts spells using Charisma as the spell casting ability, any subject of those spells has advantage on any saves vs those spells.

## Borrow Limb

*4th-level necromancy (ritual)*

**Casting Time:** 1 minute

**Range:** Self

**Components:** V, S, M (a limb from a recently dead creature)

**Duration:** 8 hours

You attach the severed forelimb of another creature to your torso, using it as an additional off-hand. You can use it to make an additional attack. You can also use it to wield a shield

at no penalty. Additionally, you can hold objects or weapons in two hands and still cast spells with somatic components. At the end of the duration, the limb falls off with no ill effects.

You also can use this spell to attach a limb to the stump of one of your limbs that has been severed. In this case, the spell's casting time changes to Instantaneous, and you may gain some special property of the limb if it has any (a troll's arm might regenerate, for instance, or a gargoyle's stony arm might function as a shield). As above, the limb falls off with no ill effects at the end of the spell's duration.

**At Higher Levels.** If cast at 7th level or higher, the duration is 24 hours. If cast as a 9th level slot, the spell lasts until dispelled.

## Brilliant Strike

*4th-level transmutation*

**Casting Time:** bonus action

**Range:** Self

**Components:** V

**Duration:** 1 round

One weapon you wield briefly changes into a brilliant energy weapon. A significant portion of one weapon you are wielding transforms into light, although this does not modify the item's weight. It always gives off light as a torch. When you attack a target with the weapon transmuted by this spell, you ignore any bonus to AC the target has from armor or a shield as your attack phases right through them. The weapon affected by this spell cannot harm undead, constructs, or objects. The benefits of this spell can only be applied to melee weapons, thrown weapons and ammunition.

## Camouflage, Mass

*4th-level illusion*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Concentration, up to 1 minute

*Mass camouflage* changes the appearance of up to 7 medium sized motionless target creatures to match their surroundings, granting a +10 bonus and advantage on Dexterity (stealth) checks. If the subject of the spell moves, attacks, or takes any action that can't be accomplished while standing still, the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can target two additional creatures for each slot level above 4th that are within range of the spell.

## Charm Person, Mass

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 1 hour

This spell functions like *charm person*, except that it affects six creatures all within a range of 30 feet of a central point in range.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can target two additional creatures for each slot level above 4th that are within range of the spell.

## Chaotic Blast

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S

**Duration:** see text

You release a chaotic blast of power to attack your foes. The range, shape, substance, and damage are all random, so your attack might be a flaming cone of feathers, a ray of spurting water, a burst of kittens (which vanish moments after the spell's completion), or any other of thousands of possibilities. First, roll to determine the area of effect. After determining the area of effect, choose the target(s). After choosing your target(s), roll to determine damage dealt, then the substance of which the chaos blast is composed. If the substance includes a descriptor, such as [fire], the damage is of that type. Otherwise, it is considered bludgeoning damage. Roll once for each attribute (once for area of effect, once for damage, once for substance). All matter created by this spell disappears at the beginning of your next round.

If *chaotic blast* deals damage, it is a Reflex saving throw for half damage, and the duration is instantaneous unless otherwise stated. If *chaotic blast* instead has a spell effect, use the saving throw and duration of that spell. If an ability is targeted or the targets receive a condition and the target fails their save, the targets have disadvantage on checks, attacks, and saves, and can make a Constitution saving throw at the end of each round to end the effect.

Spells simulated by *chaotic blast* affect all creatures and/or objects in the area of effect. This spell is known by many as "hail of inappropriate objects."

## Circle of Censure

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 rounds

You radiate a magical aura that damages any aberrations, fiends, or undead that come within 30 feet of you. These creatures automatically take 4d6 radiant damage every round they stay within your radius of effect and must pass a Charisma saving throw to remain within the radius after taking damage. If they fail the save, they are frightened for one round and must move out of the area. This spell stacks with any other "aura" abilities and spells you may be using such as *holy aura*, and

### Chaotic Blast Table

D20	Area/Targets/Effect	Dmg Dealt/Effect	Substance
1	Cone	10d3	Acid [acid]
2	Cone	10d4	Frost [cold]
3	Four 10-ft. cubes	10d4	Lightning [lightning]
4	Four 10-ft. cubes	10d4	Fire [fire]
5	Ray (ranged spell attack, no save)	10d6	Sonic [thunder]
6	Ray (ranged spell attack, no save)	10d6	Water
7	Cylinder (10-ft. radius, 40-ft. high)	10d8	Shards of metal and stone
8	Cylinder (10-ft. radius, 40-ft. high)	Strength targeted	Intense wind
9	15-ft. radius spread	Dexterity targeted	Many tiny furry animals, all of the same species
10	15-ft. radius spread	Restrained	Animal matter
11	5 ft. wide line out to range	Blinded	Plant matter
12	5ft. wide out to range	Frightened	Coinage
13	5 creatures, no two of which can be more than 30 ft. apart	2 levels of Exhaustion	Spider webs
14	One creature/level, no two of which can be more than 30 ft. apart	Paralyzed	Insects
15	Creature or object touched	Nauseated	Slime or ooze
16	Creature or object touched	All ability scores	Household objects
17	One creature or object	Stunned	Prismatic [radiant]
18	One creature or object	Sleep	Stones [bludgeoning]
19	5-ft.-diameter sphere (controlled like <i>flaming sphere</i> )	Unconscious	Roll twice and combine
20	All creatures, no two of which can be more than 60 ft. apart	deafened	Invisible force [force]

denies undead within its radius the advantages to attacks and saves due to any creature abilities or necromancy spells affecting them.

## Cloud Dragon

*4th-level transmutation (ritual)*

**Casting Time:** 10 minutes

**Range:** 5 miles

**Components:** V, S

**Duration:** 8 hours or until dispelled

The energies of this spell are directed at clouds overhead, which take on the form of an adult gold or silver dragon under your control. This dragon has partial substance and is capable of transporting up to six Medium (or smaller) creatures on its back, just as a regular dragon can; however, it cannot make attacks and doesn't possess a breath weapon. Whenever you are unable to concentrate on controlling the actions of the cloud dragon, it simply stops, hanging motionless despite winds or gravity, until you resume control or the spell expires (whereupon the dragon vanishes). The cloud dragon flies with the speed and maneuverability of an adult gold or silver dragon. To cast this spell, you must be outdoors and able to see clouds in the sky. While the spell will not instantly fail if you do not concentrate on the spell, you cannot concentrate on other spells during this spell's duration. You can dispel this spell at any time.

## Commune with the Ancients

*4th-level divination*

**Casting Time:** 1 hour

**Range:** Self

**Components:** V, S, M (object from the site worth 50 gp)

**Duration:** 10 minutes

Through this spell, you become one with the land or ruins you are touching, gaining knowledge about your immediate surroundings regarding any occurrence that befell there during the last 48 hours. You can mentally ask up to three simple questions about the location; if your queries have clear answers, they will instantly enter your mind. Common questions include: "How many beings like me (or larger than me) usually dwell here?", "What kinds of creatures live in this forest?", "In what direction is the nearest body of water larger than a small stream (or the largest body of fresh water)?", or "Where is the closest drinkable water on the surface of the land?"

The land replies as honestly and completely as it can, but it is incapable of answering specific questions, such as "Does Rael Yundri live in these lands?" or "Has a wizard (or the wizard Beldran Sendaer) ever been here?" (Or, "Is Rael Yundri inside this castle or on this farm right now?") The caster can ask about specific spots or features (such as rooms or doors). Queries about a particular set of ruins will be answered about only those specific ruins. If queried about an entire land or region, the land answers about a plot of land of a 10-mile radius maximum area centered on the caster.



*Commune with the Ancients*

## Confession's Hand

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a silver pen worth 50 gp)

**Duration:** 10 minutes

The subject must hold a pen when the spell is cast, and must have a surface to write on while this spell is in effect. If the target of this spell fails a Wisdom saving throw, the subject is compelled to hold the pen until the spell ends. If the caster asks the subject a question, he must write a truthful answer to the question. The spell does not prevent unintentional inaccuracies, and the subject may commit lies of omission; the subject must also be literate. A pen must be dipped in ink every few words, which slows the writing process. A short answer to a question usually takes about 30 seconds to write. A long answer may take two minutes or more.

## Contingent Serious Healing

*4th-level conjuration*

**Casting Time:** bonus action

**Range:** Touch

**Components:** V, S, M (drop of blessed oil)

**Duration:** 8 hours or until discharged

You bestow a small blessing on a target creature. Whenever the creature takes 12 or more points of damage, the spell discharges, suffusing the creature with positive energy that heals 3d8 points of damage; the spell can also be used against any undead creature, but does not require an attack roll against the target. If used against undead, this spell is triggered in one of two ways, dealing 3d8 radiant damage either the next time the undead target takes normal damage, or the next time the undead target is healed in any way. An undead creature can attempt a Wisdom saving throw to take half damage. A creature may only be under the effect of one *contingent healing* spell (of any sort) at a time.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the target of the spell heals an additional 1d8 or does an additional 1d8 damage to undead for each slot level above 4th.

## Corrosive Touch

*4th-level conjuration*

**Casting Time:** bonus action

**Range:** Self

**Components:** V, S, M (paste of ground acorns)

**Duration:** Concentration, up to 1 minute

After casting this spell, corrosive slime oozes from one of your hands, causing no harm to you or your equipment but dealing 4d6 acid damage to any object or creature you strike with a successful melee spell attack as an action, plus an additional 2d6 acid damage each round for the next 1d4 rounds. Washing off or neutralizing the slime can negate continuing damage from this spell, but requires a full-round action and a successful Dexterity saving throw (DC equal to your spell save DC). Success is automatic if the creature or item is completely immersed in water or doused with something to neutralize the acid (such as powdered chalk or bicarbonate of soda). Wiping or scraping off the slime grants advantage on the save, but the item or creature used to remove the slime takes 2d6 acid damage. Until the spell ends, you can make the attack again on each of your turns as an action. A target may be attacked multiple times, but only one ongoing acid effect may occur at a time.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the target of the spell is dealt an additional 1d6 damage on the initial attack and for each round of acid damage for each slot level above 4th.

## Counter Silence

*4th-level transmutation*

**Casting Time:** bonus action

**Range:** 10 feet

**Components:** S

**Duration:** Instantaneous

Choose one area of magical silence in range. Any magical silence spell or effect of 4th level or lower instantly ends. For

any silence spell or effect of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level, or for effects, use the DC of the creature or item who made the effect, the creature's save DC of the spell itself, or the highest DC of the creature or item if not provided one. On a successful check, the spell ends. Unlike all other bardic spells, you cast this without need of verbal components.

## Crystalguard, Lesser

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (crystals worth a total of 50 gp)

**Duration:** 1 hour or until discharged

When this spell is cast, 10 dimly glowing gems or crystals of any color the caster wishes float around the target's body protecting the target from spells, magic abilities and magic effects. Any effect of 4th level or lower, or ability or effects with a save DC of 14 or lower can be absorbed by *lesser crystalguard*, if the target of *lesser crystalguard* wishes. When a spell or effect is absorbed, a number of crystals equal to the spell level (or Save DC - 9) glow brightly and disappear. Only the effects of the spells that are cast that would affect the target of *lesser crystalguard* can be absorbed. Non-magical effects and abilities like animal poisons are not blocked by *lesser crystalguard*. The recipient of *lesser crystalguard* must have enough gems remaining around his body to absorb a spell; otherwise, *lesser crystalguard* has no protective effect against that spell. Spells such as *magic missile* that shot multiple times from one spell are all blocked by one crystal, and spells such as *fireball* protect the subject of this spell but do not protect any other creatures in the area of the spell. This spell does not prevent spells such as *silence* if a creature with *lesser crystalguard* is not the original target of the spell, but a creature under *lesser crystalguard* is silenced if it enters an area of magical silence.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the spell uses an additional crystal without changing the total value of crystals used and grants the target an additional floating crystal to absorb spells for each slot level above 4th.

## Curse Ability

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** until dispelled

The target of this curse has one named class ability or named monster ability, spoken at the time of casting, rendered non-functional (a rogue cannot sneak attack, a dragon cannot use its breath weapon etc.) if it fails a Wisdom saving throw. The curse bestowed by this spell cannot be dispelled with *dispel magic*, but it can be removed with a *dispel evil and good*

[*break enchantment*], *limited wish*, *miracle*, *remove curse*, or *wish* spell.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you target one additional creature for each slot level above 4th. For each target, you can target a separate ability.

## Curse of Wanderlust

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

The target of this spell experiences a powerful need to travel and explore. On a failed Wisdom saving throw, the creature is compelled to leave the area (though it may hastily pack first), traveling for 8 hours in a random direction. The target creature may make periodic stops during its trek, and can detour or hide to avoid danger as normal. It will leave combat through the most directly accessible path necessary, taking the withdraw action to avoid attacks of opportunity. For the balance of the journey though, it must travel for 45 minutes of every hour with the intention of leaving its former location behind. The curse bestowed by this spell cannot be dispelled with *dispel magic*, but it can be removed with a *dispel evil and good* [*break enchantment*], *limited wish*, *miracle*, *remove curse*, or *wish* spell.

## Dampen Magic Item

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 10 minutes

*Dampen magic item* suppresses all the magical abilities of one magic item. If the item is held or worn by another, that creature makes a Charisma saving throw to prevent the effect. For the spell's duration, the item has no magical power (although a magic sword is still a sword and can be used as such). Artifacts are immune to this spell.

## Depth Charge

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (tiny metallic cylinder)

**Duration:** 5 rounds or fewer, see text

A tiny metallic cylinder under your direction rushes from your hand to its intended destination where you can detonate it at any time within the next 5 rounds. Triggering the explosion in a subsequent round only requires a bonus action. When the cylinder erupts, the intense vibrations ripple through water stunning creatures underwater for 1 round and dealing 6d6 thunder damage to all creatures underwater within a 40-foot

radius of metallic cylinder. Creatures not underwater but within the area of effect suffer only the damage dealt by the spell. A successful Constitution saving throw negates the stunning effect and reduces the thunder damage by half.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

## Dust cloud

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (pinch of sand)

**Duration:** Concentration, up to 1 hour

You create a roiling cloud of dust that rises from the ground to a height of 20 feet that has a 40-foot radius. Living creatures within the area must make a successful Constitution saving throws or be blinded for as long as they remain in the cloud and for 1 round thereafter. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has light obscurement, while creatures farther away have heavy obscurement. The squares containing the cloud are difficult terrain. The churning dust makes spellcasting difficult, requiring a concentration check (DC 10 + spell level).

You can make the cloud twice as tall by making it half as wide (20-foot-radius spread, 40 feet high). As a bonus action, you can direct it to move along the ground up to 20 feet each round.

## Dying Vengeance

*4th-level Transmutation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V

**Duration:** Instantaneous

This spell may be cast as a reaction whenever the caster is killed. The bard chooses one target (who must be directly responsible for her death).

The bard releases an unearthly and terrible scream that tears at the murderer's soul and may eventually kill him. The curse deals 2d10 necrotic damage per day that cannot be cured or healed in any way. If the target dies, he immediately dies and his soul is forever consigned to the deity of vengeance. This prevents any *raise dead*, *resurrection* or *true resurrection* spell, although a *miracle* or *wish* has a 20 percent of returning the victim to life, but any materials used in the attempt at still spent.

The curse bestowed by this spell cannot be dispelled with *dispel magic*, but it can be removed with a *dispel evil and good* [*break enchantment*], *limited wish*, *miracle*, *remove curse*, or *wish* spell.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, an additional target may be selected for each slot level above 4th.

## Eldritch Mouth

4th-level Illusion (ritual)

**Casting Time:** 1 minute

**Range:** 50 feet

**Components:** V, S, M (Jade dust worth 20 gp)

**Duration:** Until dispelled

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. Unlike *magic mouth*, *eldritch mouth* can utter verbal components, use command words, and activate magical effects with 30 feet. It moves according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, *eldritch mouth* can be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. An *eldritch mouth* cannot distinguish alignment, level, challenge rating, or class except by external garb.

The range limit of a trigger is 150 feet. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

## Escape the Bonds of Flesh

4th-level necromancy

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (piece of bone)

**Duration:** Until dispelled

The victim's skeleton writhes and twists within his body, tearing muscles and rupturing flesh. The victim suffers 4d8 necrotic damage. If the damage dealt by this spell brings the target to 0 hit points, his skeleton tears from its body and becomes an animated skeleton. This skeleton is under the caster's control in all respects; as if it had been created by the *animate dead* spell. If the target succeeds at a Constitution saving throw, the damage is halved, and the skeleton will not emerge even if the target is has 0 hit points. Creatures without a skeleton or those that are undead are immune to this spell.

## Excruciating Grasp

4th-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (piece of bone)

**Duration:** Instantaneous

Your extremities shine with malevolent energy. With a touch, you fill your opponent with terrible pain. Your successful melee spell attack deals 6d6 necrotic damage and causes the target to have disadvantage on Dexterity attacks, saves, and checks for a minute. A successful Constitution saving throw negates the disadvantage on Dexterity. In addition, you can choose to have this spell not kill an opponent who takes damage from this spell. The disadvantage on Dexterity can be reversed with *greater restoration* or *remove curse*.

## Exile

4th-level conjuration

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 10 days

You create an extradimensional prison where you store a captured creature in stasis if it fails a Wisdom saving throw with which it has advantage, if it is conscious. The spell can be dispelled or canceled at any time by the caster. If the creature holds more than its carrying capacity, the spell fails. This spell places the subject into a state of suspended animation. For the creature, time ceases to flow, and his condition becomes fixed. The creature grows no older. His bodily functions virtually cease, and no force or effect can harm him. This prison is tied to you, so that when the spell ends, the freed subject appears next to you. This spell is often used on a willing subject granting him mercy rather than death, or to keep a rescued hostage or bystander safe until an escape is made.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, an additional creature may be targeted for each slot level above 4th.

## Exorcism

4th-level abjuration

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Instantaneous

This spell expels a possessing entity (such as a ghost, demon, or wizard using *magic jar*) from its victim. If the possessing creature fails a Charisma saving throw, the creature is instantly expelled from the possessed victim. Since the expelled creature is free to act on its next turn, the *exorcism* spell is often used in conjunction with *protection from evil and good* to prevent the creature from possessing the victim again.

## Eyes of Decay

4th-level illusion

**Casting Time:** 1 action

**Range:** touch  
**Components:** V, S  
**Duration:** 1 minute

Make a melee spell attack against a creature. On a success, the caster causes the creature touched to see its world as a dead and horrific place. The affected target sees all living creatures surrounding it as hideous undead zombies, and the rest of its surroundings as a hellish nightmare. Buildings looked burned and ruined; food looks spoiled; even the sky appears black and ominous. This apocalyptic nightmare is so terrifying he is frightened. Each turn the creature can make a Wisdom saving throw at the end of its turn to disbelieve the vision.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, an additional target may be targeted for each slot level above 4th.

## Fit of Pique, Greater

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

When you cast this spell, choose five targets that are within 30 feet of a point in range. Your words cause your targets' faces to twist and contort as they turn to vent their wrath on their allies. You force the targets to attack their nearest ally if they fail an initial Wisdom saving throw. This attack can be of any sort, but it must be an attack that, to the creature's knowledge, deals damage and is the most effective form of attack in the target's arsenal. If the creature has no ally, or if all its allies are out of attack range, it takes no actions but defends itself normally. At the end of each of the targets rounds, that target makes another saving throw to end the effect.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, an additional target may be selected for each slot level above 4th.

## Fold

*4th-level transmutation*

**Casting Time:** bonus action

**Range:** Self

**Components:** S

**Duration:** Concentration, up to 1 hour

You transmute your body and your equipment to become paper-thin and flexible. You can then fold yourself, as if you were parchment, into a tiny, flesh-colored, one-inch square. You gain advantage on a Dexterity (stealth) check to hide in this state, and a successful Intelligence (arcana) DC 15 check reveals that you are under the effects of this spell if you are found. If you are moving, you immediately come to rest in the square in which you cast the spell. While in your folded state, you cannot cast spells or take any actions except dismissing the spell. You can be picked up, but the square weighs as much as you and your equipment weigh normally. However, you are



*Eyes of Decay*

fully aware of your surroundings, allowing you to see and hear to the normal limits of your abilities. If you are attacked in this state or are in the area of a damaging spell effect, *fold* immediately ends, and you resolve the attack or spell as normal.

**At Higher Levels.** If you cast this spell using a spell slot of 6th level or higher, you may extend the duration up to 10 hours. If cast at 7th level or higher, the duration is 24 hours. If cast as a 9th level slot, the spell lasts until dispelled. If this spell is cast using a 7th level or higher spell slot, the duration doesn't require concentration.

## Foosle

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (vial of alcohol)

**Duration:** Concentration, up to 1 minute

Select up to three targets that are within 30 feet of a point in range to make a Wisdom saving throw. If they fail, the subjects of this spell become so clumsy and oafish they find it exceedingly difficult to undertake most actions without error, gaining disadvantage on all attack rolls, ability checks, and saves. At the end of each of the affected creature's turns, it makes another saving throw to end the effect. Whenever an affected creature fails an attack or skill check that involves a manufactured weapon or tool, it must make a Dexterity save or drop it.

An affected creature can move at only up to one-half its normal speed without having to make a Dexterity saving throw to avoid falling prone.

In cases where a skill check also involves movement (such as climbing, acrobatics, or swimming), ignore the speed



restriction but apply the check penalty noted above. If a creature falls prone for any reason while affected by this spell, it must make a Dexterity saving throw to get up again. An affected creature must make a Dexterity saving throw to draw a weapon, pick up a dropped item, retrieve a stored item, and the like. If the save fails, the creature drops the item in its space.

To cast a spell, an affected creature must succeed on a Concentration check with a DC equal to your spell save DC. If the check fails, the creature loses the spell with no effect.

Whenever *foozle* prevents a creature from completing an action, the creature's turn ends.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, an additional target may be selected for each slot level above 4th.

## Foresight of the Just Warrior

*4th-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You foresee the exact amount of force necessary to control a situation. Gain a +2 bonus to all attack rolls while the spell is active. For each point by which your attack roll exceeds the AC of the target, the caster applies the difference as a bonus to the damage based on the type of weapon you are wielding. If your opponent is alive and not evil, the damage dealt will not kill the target.

## Giant Lava Ball

*4th-level transmutation*

**Casting Time:** bonus action

**Range:** Touch

**Components:** V, S, M (strand of fire giant hair)

**Duration:** 1 hour or until discharged

You magically enhance 10 small stones such that when you throw them they transform into giant balls of lava that do not harm you. As an action you can throw these with a ranged spell attack up to 120 feet. These balls of lava deal 4d6 bludgeoning damage and 4d6 fire damage. Once a stone strikes (or misses) its target, the magic within it is discharged, and the stone reverts to normal.

## Grappling Vine

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

When you cast this spell, a thick, sticky vine launches from your outstretched hand. You make a ranged spell attack against an opponent up to 30 feet away. If the attack hits, you can grapple the target. The vine maintains the grapple by itself

(so you don't have to move into the opponent's space), and will continue to grapple while you make other attacks.

You can't move more than 30 feet from the target creature without releasing it or dispelling the vine, though the vine contracts and expands as needed so that you can move freely within the 30-foot range. The round following a successful attack, the vine automatically restrains the opponent, dealing 3d6 damage per round to a restrained foe. Once an opponent is struck and grappled, the vine does not let loose until the opponent is dead, the spell ends, or you release the grappled creature voluntarily.

If you miss with the ranged touch attack, the vine writhes uncontrollably for the rest of the round. On the following round, you can make another ranged spell attack against any creature within range as an action. You can continue to do this until the spell expires or is dispelled.

You can cast spells while the vine is grappling, but you must make a concentration check (DC 10 + spell level) to do so.

The vine has AC 10 and 20 hit points. Dealing enough damage severs it, freeing any currently grappled opponent. The severed tip instantly shrivels into dust, but the vine regrows quickly and is ready to latch onto a new target on your next turn.

## Gruesome Appetite

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a tooth from a huge or larger creature)

**Duration:** Concentration, up to 1 minute

The creature you touch gains a bite attack and can grab and swallow whole as an action. A creature under the effect of this spell can bite with an action; the target is considered efficient, and the target can use Strength or Dexterity when making this attack. A Small creature deals 1d4 piercing with this bite, a Medium creature deals 1d6 piercing damage, and a large creature deals 1d8 piercing damage. If the target already has a bite attack, use whichever damage is higher. Any creature hit with this bite is considered grappled. If the target begins his turn with an opponent held in his mouth, as a bonus action he can attempt to hit the opponent again as a new attack to swallow the opponent. On a hit, the opponent immediately takes bite damage, and every round thereafter takes 3d6 of bludgeoning damage, and 3d6 acid damage from the target's digestive tract. A swallowed creature can try to cut its way free with any light slashing or piercing weapon, by dealing 20 points of damage against an AC of 10. Once the creature exits, the target's stomach muscles close the hole; another swallowed opponent must cut its own way out. The target of *gruesome appetite* may hold in his stomach one creature of equal size, two creatures of one size smaller, or four creatures of two or more sizes smaller. If this spell ends while a creature or its equipment is still in the target's stomach, the target regurgitates whatever he has swallowed into any adjacent space.

## Halo of Righteousness

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minute

Your allies in a 20-foot radius of you gain a +3 to AC and Dexterity saving throws; they ignore one condition chosen by you (though not death) at the time of casting. In addition, as the caster, you know any conditions your allies are affected by, and you can use any of your class abilities on those within the area without being required to touch those allies.

## Halt Device

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (a piece of a broken wheel)

**Duration:** 1 minute

The mechanical device you touch ceases to function for the duration of the spell, so that a cart no longer rolls, a door no longer opens or closes, a trap does not trigger, and so on. If the object is moving, you must succeed at a melee spell attack. Any object with moving parts can be affected by this spell. In the case of a mechanical barrier (such as a door), the barrier can still be destroyed as normal if this spell holds it closed. Vehicles can be moved with appropriate force, but wheels, rudders, and other moving parts remain frozen, impeding directional control and normal movement. For example, a cart under the effect of this spell requires as much effort to push forward as it normally would to push it sideways. This does not affect creatures including constructs.

## Hand of Time

*4th-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a waterclock's minute hand)

**Duration:** 10 minutes

This spell accelerates temporal effects within an affected sphere with a 20-foot radius of an object touched, but only concerning the duration of spells and the effects of magic items. The area of effect moves when the original target of the spell moves. When a subject enters an area where the *hand of time* is in effect, the subject must make a Charisma saving throw; on a failure, all magical durations expire 20 times faster on the subject (for example: if a duration of a spell is 2 minutes, it expires in 1 round).

**At Higher Levels.** If you cast this spell using a spell slot of 5th level, you may extend the duration up to 1 hour. If cast at a 6th level spell slot, the spell lasts 8 hours. If cast at a 7th level, the duration is 24 hours. If cast as a 9th level slot, the spell lasts until dispelled.

## Heart of the Gazelle

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (heart meat of a gazelle)

**Duration:** Concentration, up to 1 minute

The recipient of this spell gains the speed, agility, and endurance of one of nature's most elusive creatures: the gazelle. For the duration of the spell, the subject's base land speed doubles. This increase stacks with any increase granted by class abilities, but not with bonuses from other spells or magic items. The subject also gains advantage on Dexterity attacks, checks, and saves and a +2 bonus to Constitution checks and saves.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, an additional target may be selected for each slot level above 4th.

## Heroic Sacrifice

*4th-level abjuration*

**Casting Time:** reaction or bonus action

**Range:** 50 feet

**Components:** V

**Duration:** Instantaneous

You open up a brief but powerful divine conduit between you and up to three target creatures, taking on the damage and any other effects those creatures suffer. When a creature in range is hit by an attack or fails a saving throw, you can cast this spell and the wounds and/or effects are magically transmitted to you instead of the target. You may cast this spell after the results of the damage are revealed. You are affected as if you were hit by the attack or failed the saving throw, taking all the damage and suffering all of the adverse effects. Any resistances or immunities you have are applied normally, but you cannot otherwise reduce or negate the damage or effects in any other way.

You can use this spell against an effect that also targets you or includes you in its area; you suffer the effects for yourself and the targets you spared, potentially taking damage or suffering other consequences multiple times.

## Ideal Restraints

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 8 hours

This spell ensnares a creature or object in conjured manacles, chains, and ropes if it fails a Wisdom saving throw. Creatures are rendered restrained though they can attempt a Strength (athletics) or Dexterity (acrobatics) check (DC equal to your spell save DC) to break or escape the bonds as an action.

## Imbue Creature with Divine Power

*4th-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (holy oils worth 50 gp)

**Duration:** 1 hour

You take a bit of divine energy and use it to fill another with power. Choose three targets. The recipient gains a +2 bonus to Strength, Constitution and Dexterity checks, saves, and attacks; also, the subject deals 4d4 extra damage to any creature targeted with an attack requiring an attack roll.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, an additional target may be selected for each slot level above 4th.

## Inspiring Word

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

While casting this spell, you shout a word of challenge to foes, inspiring your allies. All allies within a 25-foot circle around the caster gain 3d8 temporary hit points and advantage on attacks, Wisdom saving throws, and saves against any effect or spell that would cause the target to be frightened.

## Kismet

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** 50 feet

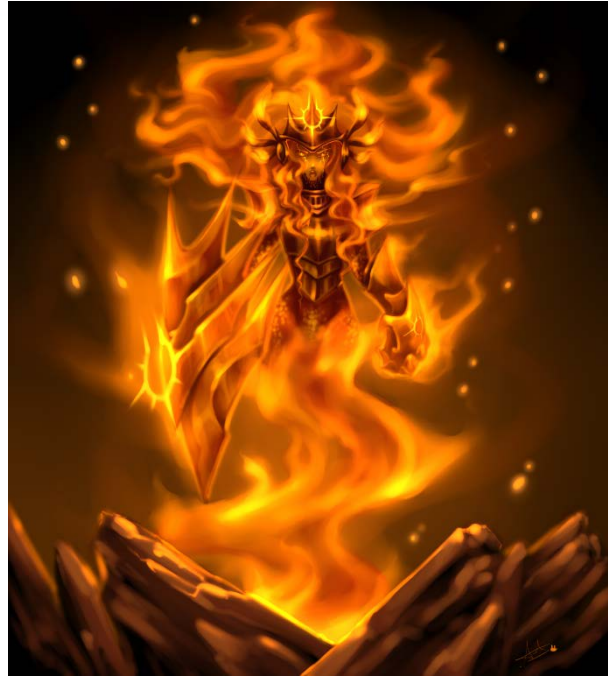
**Components:** V, S, M (loop of copper wire)

**Duration:** 10 rounds

*Kismet* creates a mystic connection between you and the spell's subjects so that they feel your pain if the target fails a Wisdom saving throw. You still take damage normally, but while this spell is active any damage you are dealt is dealt to the spell's subjects as well. Targets suffer only hit point damage, and target creatures are not subject to any additional effects that might accompany a damage-dealing attack (such as poison or other conditions).

You can intentionally target yourself with an attack (magical or otherwise) in order to deal damage to the targets. However, whenever you are subjected to damage that allows a saving throw; you must attempt your saving throw before the damage is passed to the spell's subjects. You are not allowed to voluntarily fail your saving throw against any damage-dealing effects while *kismet* is active.

If all of the spell's subjects are slain by transferred damage, the spell ends. If a spellcaster casts *kismet* on another spellcaster who has *kismet* already active, both spells end



### *Imbue Creature with Divine Power*

immediately, then both casters take 3d6 force damage from magical feedback.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, an additional target may be selected for each slot level above 4th. Additional targets are also dealt damage when you take damage.

## Last Act

*4th-level abjuration*

**Casting Time:** reaction or bonus action

**Range:** Self

**Components:** V

**Duration:** 1 round

You ignore any conditions affecting you (including being dead) for the duration of the spell.

## Light Before, Darkness Behind

*4th-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

This spell surrounds the target with a hemisphere, exactly half of which is lit as by a *daylight* spell and half of which is as dark as a *darkness*. Initially, the illuminated section is directly in front of the target and moves to correspond with his facing. He may choose to rotate the facing of the light and dark sections as a bonus action, making up to one full rotation per

round; if cast on an object, the caster can control the facing of these sections.

Neither *daylight* nor *darkness* will dispel *light before*, *darkness behind*, but this spell will dispel either *daylight* or *darkness*.

## Light of Truth

4th-level divination

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 2 minutes

Choose a target in range to make a Charisma saving throw. If the target fails the save, the target is surrounded by a pale blue glow; if she lies while under the influence of the spell; this briefly shifts to an aura of red and black. If the target succeeds at the initial Charisma save, the aura never becomes visible.

## Maddening Insult

4th-level enchantment

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (bit of dung)

**Duration:** Concentration, up to 1 minute

If the target creature fails a Wisdom saving throw, it is afflicted with an uncontrollable anger, taking a -2 penalty to Armor Class and a -2 penalty on attack rolls. Starting with the target's first action after the spell has been cast; it tries to attack you, disregarding any ranged attacks available to it in order to attack with a melee weapon. The subject makes up to a double move toward you (charging if possible), and while it won't move into obvious hazards trying to reach you, it may rush across hidden dangers (such as covered pits or quicksand), even as it ignores attacks from other creatures.

If the target gets within melee reach of you, it attacks you to the exclusion of all other foes until the spell ends or it kills you.

When attacking, the subject uses the most potent melee attack or attacks it has available (subject to the limitations below). If unable to reach or attack you, the subject tries to position itself for melee attacks against you for 1d4 rounds before turning and attacking the nearest creature. Once it chooses a creature to attack, it attacks that creature to the exclusion of all others.

While the spell is in effect, the target creature cannot use Concentration or any Charisma, Dexterity, or Intelligence based skills (except for Acrobatics, Escape Artist, Intimidate, and Ride), nor can it use any abilities requiring patience or concentration. The target creature cannot cast spells or activate command-word, spell-trigger, or spell-completion magic items, nor can it use Combat Expertise or any item creation or metamagic feat.

Creatures with Intelligence scores of 2 or lower are not affected by this spell.

## Many Arms

4th-level Transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (vial of blood from a many-armed creature)

**Duration:** 1 minute

This spell causes the target creature to sprout an additional 2 arms. In addition, the target's clothes and armor alter themselves to allow these new arms to function without penalty. If the target's hands end in natural weapons such as claws, the new arms have similar natural attack forms. These additional arms allow the target to make additional attacks as if the creature had extra attack class ability for each limb, but the target must have extra weapons. The limbs could also be used to wield extra ranged weapons or shields.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, an additional target may be selected for each slot level above 4th.

## Martyr

4th-level transmutation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 8 hours

The paladin imbues his body with the divine power of his god. If he dies while the spell is active, he may make a *wish*. This effect cannot bring the paladin back to life, though it can bring back other fallen comrades through mimicking *raise dead* or other spells. The paladin cannot ask for any items, gold, or material gain, but can ask for preventing damage to his allies, restoring hit points, preventing a single spell, or resistance to his allies. Only *true resurrection* can bring the paladin back to life.

## Massmorph into Trees

4th-level illusion

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (handful of bark chips)

**Duration:** Concentration, up to 8 hours

You instantly change the appearance of up to 8 subjects within 30 feet of a point in range so they appear as normal trees and maintain that appearance for the spell's duration. The subjects look, feel, and smell just like real trees. If attacked, the illusion is negated on that creature (and that creature only), unless it's you, in which case you must succeed on a Concentration check using the damage dealt to the creature for the check to maintain the spell. If your check fails, the spell ends, revealing all *massmorphed* subjects. Affected creatures resume their normal appearances if slain. Unwilling targets can

negate the spell's effect on themselves by making Charisma saving throw. Those who interact with the subjects can attempt Wisdom saving throw to see through the glamor. Truesight and *true seeing* reveals a *massmorphed* creature. Targets of the spell may not move, as that will end the spell on that target.

## Multi-Image

*4th-level Illusion*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. As a move action, the figments can all be directed to act independently and disappear when struck.

This spell creates 3d4 images. These figments separate from you though they must remain within 100 feet of you. You can move into and through an image. When you and an image separate, observers can't use vision or hearing to tell which one is you and which one is the image. The figments may also move through each other. If not directed by you, the figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is the same as yours. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a *fireball*).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blind.)

## Portrait of the Wanted

*4th-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You draw an image of the last creature that touched the targeted item. Any creature with an intelligence score of 3 or below that touched the item is not revealed. You can draw an image of the last intelligent creature to touch the item within 10 days with an extreme level of skill. If the item hasn't been touched for longer than that you obtain no image at all. This spell can be fooled with illusions. In addition, if the last person to touch the item was wearing a mask at the time he touched it,

you draw only his masked face, although you still get an idea of his general size and shape.

## Power Word: Laughter

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V

**Duration:** See Text

When you speak this powerful yet humorous word, you cause a single creature with 50 or fewer hit points to succumb to uncontrollable laughter. The laughing creature falls to the ground and is knocked prone for the duration of the spell. A creature with 30 or fewer hit points laughs for 4d4 rounds, one with 31 to 40 hit points laughs for 2d4 rounds, and one with 41 to 50 hit points laughs for 1d4 rounds.

## Primal Scream

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Instantaneous and 10 rounds, see text

You unleash a scream filled with primal energy, dealing 4d8 thunder damage to all creatures in a 60-foot cone. A successful Constitution save reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 8d8 thunder damage. An affected creature is allowed a Constitution saving throw to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Dexterity saving throw. In addition, you are filled with the primal fury of the scream, gaining minor bonuses that last for 10 rounds. You gain a +2 bonus to Strength and Constitution checks, attacks, and saves for the duration.

## Prophet's Eye

*4th-level divination*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 1 hour

You gain an immediate insight into a target's bodily experiences. You see what she sees, experience what she experiences, hear what she hears, and even taste what she tastes for the duration of the spell. You do not take damage if the target takes damage, nor do you heal damage if the target heals. An unwilling target that fails a Charisma saving throw knows only that some sort of magic has passed through her, not what it was. If the target creature begins to do or say something that would normally be kept secret she is allowed a second Charisma saving throw; if this save is successful, she gets an uneasy feeling that someone is watching her but no idea who or how.

During the duration of the spell, you see what the target sees in addition to what you normally see. This overlapping of images and sounds can make it very difficult to perform complex tasks giving you a -4 penalty on all checks and forcing a concentration check (DC 10+ spell level) to cast a spell.

## Puffball

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (dried puffball mushroom)

**Duration:** 10 minutes or until expended

A leathery sphere about the size of a grapefruit appears in your palm, and can be thrown as a ranged spell attack with a maximum range of 120 feet. If the sphere is wielded by any other creature, treat it as a ranged weapon with a range of 20/60 feet that they are proficient with. When the sphere hits, it breaks with an audible pop and releases a cloud of splinters, acidic vapor, and toxic dust. The target struck takes 5d8 acid damage. In addition to damage, the burst fills a 15-foot radius with a toxic cloud poisoning all creatures within it (including the target and the wielder if the wielder isn't you). Anyone in the burst is blinded and poisoned (Constitution saving throw to avoid both).

## Remember Way

*4th-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** See Text

You cast this spell on a conveyance or mount to make it memorize any course you take for the next 10 hours. The journey instilled in this memory remains until either replaced by a new *remember way* spell or is dispelled. During any future trip through this area, unless the spell is dispelled the conveyance does not require guidance.

Upon command, the subject steers itself to any point stored in its memory. If it passes beyond the bounds of its recorded journey, it immediately drifts aimlessly until correctly piloted. A conveyance or mount can only hold one journey in its memory at a time. This spell only causes a conveyance to guide itself, it still must have its own source of locomotion.

## Resist Damage

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

You gain minor damage reduction. Reduce all damage you take by an amount equal to your Constitution modifier

(minimum 1). This reduction occurs after other effects such as resistance.

## Retaliatory Missile

*4th-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a tiny replica of a shield)

**Duration:** 10 rounds

When you cast this spell, it grants you limited protection from projectile weapons and a retaliatory strike against an attacker. You reduce all damage you take from ranged attacks, both weapon based, and magic based, by your intelligence modifier. Additionally, for each projectile that strikes you within a round, a *magic missile* spell streaks back at the source of the attack, so long as the attacker is within 100 yards. The spell releases a maximum of one *magic missile* spell each round, cast as a first level spell slot. The magic missile is released even if the spell's damage reduction negates all damage inflicted by the projectile weapon.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you increase the level of the *magic missile* spell cast by this spell by one for each slot level above 4th.

## Sanctum

*4th-level conjuration*

**Casting Time:** bonus action

**Range:** Self

**Components:** V, S

**Duration:** 10 rounds

You transport yourself to an extradimensional sanctuary just large enough to hold you and what you hold or carry. If you have a familiar or other companion creature, that creature can accompany you into the sanctuary if it is touching you or within 5 feet when you cast the spell. While in the sanctuary, you can cast spells that target you, your equipment, or your bonded companion or familiar, use skills, or take other actions.

When *sanctum* ends, you reappear where you had been when you cast the spell. If this location contains a solid object, you appear in the nearest open space. As a free action, you can choose to end the *sanctum* spell at any time before the duration ends.

Spells and abilities that move you within a plane (such as *teleport* and *dimension door*); do not function within the sanctuary, although a *plane shift* spell allows you to exit to whatever plane the spell designates.

## Scapegoat, Greater

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (hair from a goat)

**Duration:** 1 minute or until discharged



### *Secret Missive*

This spell transfers your bad luck to another. You nominate a creature within range to be the scapegoat, or recipient. If the target fails a Charisma saving throw, the two of you are linked. While the spell is in effect, if you fail an attack roll, saving throw, or check, you may transfer that failed roll to the scapegoat and roll again. You must accept the results of your second roll. Once you have successfully transferred a roll to the scapegoat, the next attack roll, saving throw, or skill check the scapegoat makes uses the result of your die roll before your own modifiers. If the target has yet to take an action that would use the transferred roll (for instance, if the scapegoat chooses to move instead of attacking), you cannot transfer another poor roll to him. You may transfer a maximum of four poor rolls to the scapegoat by use of this spell.

### *Secret Missive*

*4th-level transmutation (ritual)*

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M (rare inks worth 50 gp)

**Duration:** until dispelled

When casting this spell, you write a short message of up to 50 words which you then conceal within a larger text (created by the spell that must be at least three times as large as your short message) that seems perfectly normal and innocuous.

If you have them available to you, you can include spells that are normally hidden via text in the larger text, cast as part of the *secret missive's* casting time.

Your hidden message looks like part of the larger text, but the person or persons you designate at the time you cast the spell are the only ones who can readily discern it. A *comprehend languages* spell merely allows someone to read the larger text, while a *true seeing* spell reveals a faint web of magical tracery through the text but not the hidden message itself. The whole message has a dim aura of transmutation magic.

A character can pick out your hidden message with an Intelligence check (DC equal to your spell save DC). The creature deciphering your message gains advantage if using *true seeing*.

When you designate who can read the text, you can specify creatures by name or can specify conditions or triggers under which the hidden message can be read.

Conditions can be as general or as detailed as desired, though note that only visual and audible actions will work as conditions (such that the spell cannot distinguish alignment, level, challenge rating, or class except by external garb), and such conditions can often be fooled by disguises and illusions. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Audible triggers can be keyed to general types of noises or to a specific noise or word, but silent movement or magical silence defeats them.

When you designate who can read your hidden text, you can also limit the number of times the message can be read in total. After this number of readings, the hidden message and the text that disguises it disappear, ending the spell. You can also make the message vanish (ending the spell) under certain conditions you set, using the same guidelines for specifying who can read the message.

A *secret missive* spell is destroyed when the surface that holds it is destroyed, or if the spell is dispelled.

## Shield of Ablation

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You surround yourself with a barely-perceptible shining field that reduces damage from most physical sources. All damage dice from purely physical sources, such as weapon attacks and falling, are minimized to 1 per die that would be rolled. This includes damage from critical hits and sneak attacks, but does not include damage from special effects, such as poison, energy effects, or magic. For this spell, magic weapons and creatures whose base attacks are considered magical also have their damage minimized. Effects that do not cause direct hit point loss, such as the random elements of *chaotic blast*, are not affected by *shield of ablation*.

## Shimmering Crystal

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (crystal worth 50 gp)

**Duration:** 10 rounds

The target creature of this spell, if he fails a Wisdom saving throw, believes he is transported to a place that holds whatever he wishes for most. He also forgets where he was last, what he was doing, and only thinks of the fact that what he wants most is now near. He hasn't, of course, been transported

anywhere—all of this happens in the target's mind. The target is actually stunned for the duration of the spell. In any round that the target takes damage while under the influence of *shimmering crystal*, he receives another saving throw against *shimmering crystal*.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th that are within range of the spell.

## Shockwave

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Instantaneous

A powerful shockwave radiates outward from you, blasting all creatures within 10 feet of you for 10d6 thunder damage. In addition, all creatures in the area must make a Strength saving throw or are thrown 30 feet away from you, landing prone. On a successful save, the thunder damage is halved and the target is not thrown.

## Smite Foe

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Instantaneous

You create a ray of sacred energy. Make a ranged spell attack. On a hit, the ray deals 5d8 radiant damage. Fiends and undead suffer 10d8 radiant damage. This spell deals no damage to good-aligned creatures, including good aligned undead. Paladins, clerics, and any other class that has the divine smite ability may add it to this spell.

## Soften

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (a pinch of wet clay)

**Duration:** Concentration, up to 1 minute

You cause all the objects in a 10-foot cube around a point in range to become softer, making them more susceptible to damage. Unattended objects and materials receive no save. Creatures may make saving throws for their items. Failure indicates that the item or material takes five times as much damage as normal. This only makes damaging the objects easier; it does not reduce a creature's armor class. Creatures such as animated objects must also make a successful saving throw or be more vulnerable to damage as well. Creatures such as constructs are unaffected.



## Solipsism

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a spoon)

**Duration:** Concentration, up to 1 minute

This spell can only be cast on a non-living object that entirely fits within a 10-ft. cube (a normal door, for example, but not a section of a wall or a very large door). That object flickers in and out of another plane, seeming to disappear and reappear randomly. However, even if it disappears in this way, the rest of the world still operates normally. Ceilings are still supported; swords still hang on an invisible sword rack, etc. At each count of the initiative, there is a 50% chance the object is present, and an identical chance that it is somewhere else. If the object is not present, creatures, objects, attacks, etc. can pass through its space easily. It can appear and disappear several times per round (but it is only necessary to roll to see if it is present on those initiative counts that its location becomes important).

If a creature or object spends more than one initiative count in the object, such as when a character ends his move in that spot, that creature or object is shunted to the nearest clear spot as the object phases in and out.

## Sonic Blast

*4th-level evocation*

**Casting Time:** bonus action

**Range:** 50 feet

**Components:** V

**Duration:** Instantaneous

With a single note, you blast forth a cone of sonic energy from your mouth inflicting 10d4 thunder damage to a single target if you succeed at a ranged spell attack.

## Sonic Lance

*4th-level evocation*

**Casting Time:** bonus action

**Range:** 50 feet

**Components:** V

**Duration:** Concentration, up to 1 minute

You shape a chord into a long melee weapon of sonic energy. The weapon is sized appropriately for you, with reach weapons requiring two hands for use. You are proficient with this weapon, which inflicts 8d4 thunder damage on a successful melee attack.

## Spell Turning, Lesser

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 8 hours or until dispelled

When you cast this spell, all magic cast upon you is reflected back at the caster for a total of 1d4 + your spell casting ability modifier spell levels. When a spell of 4th level or lower is cast upon you, the effects of the spell are reflected back to the caster that originally targeted you with the spell. Subtract the total spell level (including casting at higher spell slots) from the total levels of spells that can be reflected as determined above. If you do not have enough spell levels to reflect the spell, then that spell is not reflected. If a spell targets an area and you are that area, you reflect the entire spell back at the caster and the caster is in the center of that spell's area. You can end this effect at any time, such as when you would like healing, as those spells are reflected as well. If you lose consciousness, this spell is dispelled.

## Spirit Dragon

*4th-level illusion*

**Casting Time:** 10 minutes

**Range:** 50 feet

**Components:** V, S, M (scale of a dragon)

**Duration:** Concentration, up to 1 hour

When you cast this spell, a life-size, partially real, adult dragon (of a type the same as the scale) appears, under your complete control. Each turn as a bonus action, you can direct the creature. If, for any reason, you're unable to concentrate on controlling the actions of the spirit dragon, the illusory dragon simply ceases to move or act until you succeed at another concentration check on your turn (bonus action or action) instead of normally losing the spell. Its natural weapons and breath attack deal damage, but a successful Wisdom save negates this damage. You must have seen a real dragon of the same type in order to cast this spell.

## Spiritbow, Lesser

*4th-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes or see text

You conjure a bow of magical force, which can be wielded by you or attack on its own. As a move action, you can set the bow loose to attack once per round at a creature you designate (starting the round you release it, and requiring a bonus action from then on to change the target). The bow shoots on your turn as a free action in the initiative order, staying in your space and firing at its target until the spell ends, the target leaves your line of sight, or you redirect the bow against another target. If the bow has nothing to shoot at, it merely hangs in the air near you. With each shot, the bow generates a force projectile that functions just as if an arrow fired from a regular short bow, but with range of 60/120 and 4d6 force damage, targeting only creatures and hitting with a ranged spell attack. A projectile affects its target as a spell, not as a weapon, and so ignores damage reduction and immunity to piercing damage. If you choose to wield the bow yourself,

you can fire normal or magic arrows (as available) from the bow, or you can use the bow to shoot force projectiles as a ranged spell attack (with all effects and damage as described above). If you use arrows you supply, you make a ranged spell attack. Any feats, abilities, or other effects that influence your ability to shoot a bow normally still apply.

Firing a real arrow from the bow has no effect on the spell's duration, but each time the bow fires a force projectile (whether on its own or when wielded by you), the duration is reduced by 1 minute. If a shot would reduce the spell's duration to less than 0, the bow can no longer fire force projectiles. The bow cannot be attacked, but spells such as *dispel magic* have normal effect, while a *disintegrate* spell destroys it. Only you can fire the bow.

## Staffstrike

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a staff)

**Duration:** Instantaneous

You send forth shockwaves from your staff, dealing 2d6 bludgeoning damage and 2d6 thunder damage to all creatures and objects within a 30-foot cone. Creatures are knocked prone and stunned for 1 round, and living creatures are deafened for 1d6 rounds. A successful Strength save negates being knocked prone, stunned and being deafened, but does not reduce the damage.

## Steam Jet

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a bladder filled with water)

**Duration:** Instantaneous

A blast of high-pressure steam erupts from your hand, dealing 6d6 fire and bludgeoning damage to all creatures in a 60-foot line, 5-feet in diameter (Dexterity saving throw for half). In addition to soaking creatures in scalding water, the jet heats their equipment, dealing an additional 2d6 fire damage the following round to any creatures that fail their Dexterity saves. Any cold effects or spells operating in the area that are intense enough to deal damage negate the extra fire damage from the spell. Creatures in the jet may be knocked down or pushed back if they fail their saves. Tiny or smaller creatures are knocked down and rolled to the end of the jet plus 1d4 x 10 feet if standing on the ground, or are blown back to the end of the jet plus 2d6 x 10 feet if flying. Small creatures are knocked down and rolled to the end of the jet plus 1d3 x 10 feet by the force of the water, or are blown to the end of the jet plus 2d4 x 10 feet if flying. Medium creatures are knocked prone by the force of the steam, or if flying are blown to the end of the jet plus 1d4 x 10 feet. Large creatures are knocked prone if standing, or are blown to the end of the jet plus 1d3 x 10 feet if

flying. Huge or larger creatures aren't moved or knocked down by the spell.

## Stomach Bloom

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, M (piece of rancid meat)

**Duration:** Concentration, up to 1 minute

On a successful melee spell attack, this spell causes the target creature's stomach to fill with unwholesome acidic fluid. At the start of its first turn and at the start of every 1d4 turns after that, the subject must make a Constitution save or be incapacitated and spew the contents of its stomach onto all engaged creatures, dealing 4d6 acid damage to itself and all engaged creatures (including its allies and enemies).

A successful save negates the incapacitated condition and the spewing until the spell triggers again. Engaged creatures may make a Dexterity saving throw to reduce the damage by half, but the initial target cannot make a saving throw to reduce damage.

## Subvert Charm

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (two small mirrors)

**Duration:** See Text

Make a spellcasting ability check (DC 10 + level of the spell, do not add your proficiency for this check) against one enchantment spell in range affecting a target. If successful, the enchantment effect that is affecting the subject is altered in such a way that the caster of *subvert charm* becomes the originator of the effect for that one target. The duration of the original charm effect is unchanged.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can target one additional target for each slot level above 4th.

## Sunray

*4th-level evocation*

**Casting Time:** bonus action

**Range:** 150 feet

**Components:** V, S, M (a glass lens)

**Duration:** Concentration, up to 10 rounds

You gather the ambient light from your surroundings and focus it into a scorching beam dealing 4d8 fire damage on a ranged spell attack; undead creatures suffer 8d8 points of fire damage from this beam. You can make one attack with the beam as an action each round for as long as the spell lasts.

## Supernatural Ward, Greater

4th-level abjuration

**Casting Time:** bonus action

**Range:** Touch

**Components:** V, S

**Duration:** 1 round

The subject gains a +10 bonus to its saving throws against abilities and effects (such as a succubus's charm and draining kiss ability) that are not caused by spells for the spell's duration.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can target one additional target for each slot level above 4th.

## Symbol of Despair

4th-level enchantment (ritual)

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M (mercury, phosphorus, powdered diamond, and opal worth 750gp)

**Duration:** until dispelled

This spell functions like *symbol (death)*, except each creature within a 60-foot radius of a *symbol of despair* is afflicted with a sense of utter despair for 10 minutes if they fail a Charisma saving throw. Each affected creature takes a -2 penalty on attack rolls, saving throws, checks, and weapon damage rolls.

## Teeth of the Wind

4th-level evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (miniature bellows)

**Duration:** 1 round

This spell creates a blast of air and grit at storm strength (approximately 70 mph) that originates from you and affects all creatures in a 60-foot line, 5-feet in diameter. The force of the blast deals 6d6 bludgeoning damage. Creatures caught in the blast are allowed a Dexterity saving throw for half damage. Creatures in the blast may be knocked down or pushed back if they fail their saves. Small or smaller creatures are blown away and rolled 1d4 x 10 feet if standing on the ground (taking 1d4 points of damage per 10 feet moved in addition to the initial damage, or are battered back 2d6 x 10 feet (taking 2d6 points of nonlethal damage) if flying. Medium creatures are knocked prone by the force of the wind, or, if flying, are blown back 1d6x10 feet. Large or Huge creatures are unable to move forward against the force of the wind, or, if flying, are blown back 1d6 x 5 feet. Gargantuan or Colossal creatures can move normally within a *teeth of the wind* effect. In any event, though, *teeth of the wind* can't move a creature beyond the limit of the spell's range.



*Greater Supernatural Ward*

Regardless of size, all creatures have disadvantage on Wisdom (perception) checks and ranged weapon attack rolls in the spell's area.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly, with a 75% chance to be extinguished as well. In addition to the effects noted, *teeth of the wind* can do anything that a sudden blast of wind would be expected to do, including fan a large fire, move unsecured objects (treat them as creatures of the appropriate size), heel over a ship, or blow gases or vapors to the edge of its range.

## Track Magic

4th-level divination

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

You grant the ability to see traces of magic. The target may follow the trail of any creature that has active (or continuous) spells, magic items, innate spellcasting, or magic-like abilities. The spell lets the target see a faint, glowing trail, but the target cannot tell what type of magic creates it. For every three active items/spells/abilities, the subject gains a +1 bonus to Wisdom (survival) checks to track the creature. This

spell does not help the target track via magic used to conceal or alter normal tracks, such as *pass without trace*, but it would still give the target a chance to track other active magic in the possession of someone using those magic to avoid being tracked.

## Translocation Viewing

*4th-level divination (ritual)*

**Casting Time:** 10 minute

**Range:** 50 feet

**Components:** V, S

**Duration:** 10 minutes

You are able to see the destination of the most recently used teleportation spell cast within range. You are able to view the destination as if standing there. In addition, though you cannot move your perspective from the destination point, you can look around as if you were there.

## True Sacrifice

*4th-level conjuration*

**Casting Time:** 10 minute

**Range:** Touch

**Components:** V, S, M (diamond worth 5,000gp)

**Duration:** instantaneous

This spell functions like *true resurrection*, except at the end of the spell you are dead (or destroyed) and cannot be raised or resurrected, ever. If the soul chooses not to return to life or is unable to be returned to life, you do not die (nor are you destroyed).

## Unstable Form

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a small ball of clay)

**Duration:** Concentration, up to 10 minutes

On a failed Constitution saving throw, corporeal instability causes the target's body to destabilize into an amorphous, ever-shifting mass. The creature's body melts, flows, writhes, and boils. The affected creature is unable to hold or use any item. Clothing, armor, rings, helmets, and backpacks become useless. Large items—armor, backpacks, even shirts—hamper more than help, causing the creature to have disadvantage on Dexterity saves, checks, and attacks. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the creature cannot act coherently, attacking blindly, unable to distinguish friend from foe (disadvantage on attack rolls). At the end of the spell's duration, it returns to its normal form. A creature can regain its own shape by taking an action to attempt a new save. A successful save reestablishes the creature's normal form for 1 minute. On a failure, it can repeat the check each round until successful.



*Unstable Form*

## Untiring

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

This spell allows three targets to ignore the effects of exhaustion. Targets do not need to make checks related to exhaustion, nor Constitution saving throw against environmental conditions such as desert heat.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

## Wall of Light

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (a lit candle)

**Duration:** 10 minutes

This spell creates an immobile wall of shimmering white light whose volume is 100 cubic feet, illuminating a 60-foot area beyond the wall. It does not provide any sort of barrier to entry or attack, but any undead that move voluntarily or

involuntarily through the light take 3d8 radiant damage. Any living creature that walks through the wall is illuminated as if by a *faerie fire* spell for 10 minutes. If the caster attempts to cast the wall on individual creatures, they may make Dexterity saving throw to avoid taking damage (if undead) or being illuminated (if living).

*Wall of light* counters or dispels any *darkness* spell of equal or lower level, but is only dispelled by darkness spells or effects of 4th level or higher.

The caster can form the wall into a flat, vertical plane or into a sphere or hemisphere. The *wall of light* must be continuous and unbroken when formed.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you increase the volume of the spell by 20 cubic feet for each slot level above 4th.

## Ward of Mercy

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a padded cloth glove)

**Duration:** 10 minutes

Any damage dealt to a living creature within 50 feet of you that would normally kill the creature will knock the creature unconscious instead. Any death saving throw in the area is automatically successful, but a creature may roll to see if it receives a natural 20 to return to 1 hit point.

## Warrior's Insight

*4th-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

You gain a temporary, intuitive insight into the vagaries of combat. You receive advantage on melee attack rolls, may reroll one melee damage roll per turn, and gain a +3 bonus to AC for the duration of the spell.

## Watchful Spirits

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (small vial of anointing oil)

**Duration:** 1 hour or until discharged

Opponents gain no bonus and cannot use abilities gained from flanking you or having allies engaged with you such as a rogue's sneak attack. In addition, while this spell is in effect, you gain advantage on one save. Using this function is a free action and must be declared before the save is rolled. Using this ability discharges the spell.



*Warrior's Insight*

## Wave of Pain

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Choose four targets in range. Those creatures must make a Constitution saving throw. On a failure, the target creatures suffer wracking pains that impose disadvantage on all attack rolls and on initiative, ability checks, and saves. In addition, the target creatures' speed suffers a 10-ft. penalty (to a minimum speed of 5 ft.).

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

## Witchbreaker

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Instantaneous

This spell creates a blast of divine energy that causes anyone in a 20-foot radius of a point in range who can cast an arcane spell (such as a bard, warlock, wizard, or sorcerer) to

take 8d6 radiant damage and be stunned for one round. The target may make a saving throw based on its spellcasting ability to reduce damage by half and negate the stunned condition.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can increase the damage dealt by 1d6 for each slot level above 4th.

## Zone of Mishaps

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

By casting *zone of mishaps*, you manipulate magical energy in your immediate vicinity so that spells that are cast within a 20-foot radius of you may randomly fail. This effect is centered on you, moves with you, but does not affect you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected.

Each time a spell is affected by this spell, its caster must succeed on a concentration check (DC 10 + spell level) or the spell is lost with no result.

## Zone of Parley

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 1 hour

The *zone of parley* is a special, fortified *sanctuary*. When it is set up, anyone who enters it is compelled to proclaim whether he will respect the truce of the zone; this declaration is a free action. If he agrees to honor the truce, he is protected by a *sanctuary* spell until he leaves the zone. However, he must succeed at a Wisdom saving throw to make any attack (even in response to another's attacks on him) within the zone, and suffers 6d8 radiant damage even if he successfully makes his save. He loses his *sanctuary* when he attempts to commit an act that violates the zone, but must continue to make saving throws when he attempts to commit further acts of violence (and suffers the damage).

The *zone of parley* is most commonly used during parleys in battle.



*Zone of Parley*

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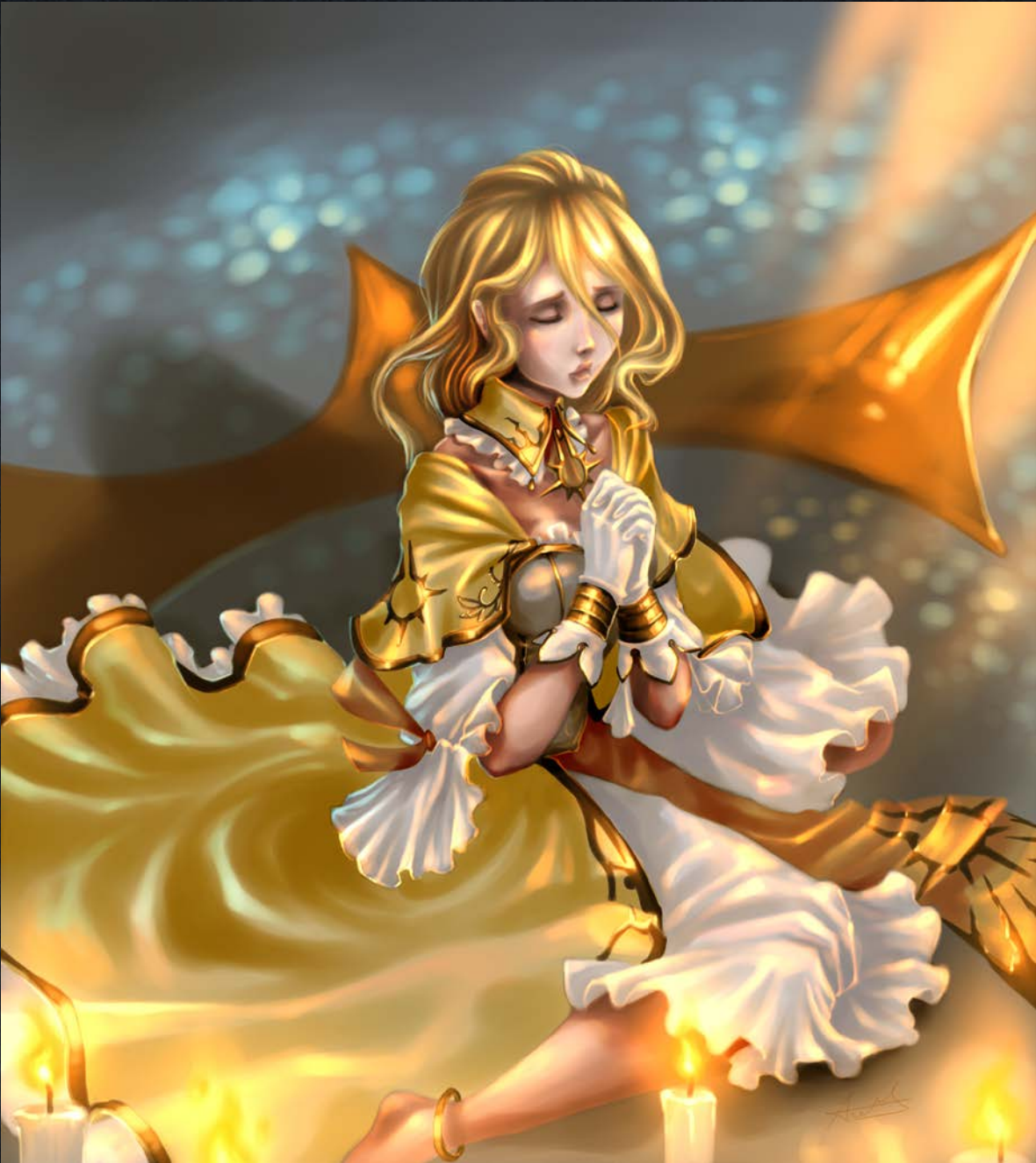


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# 101 Third Level Spells



By Steven D. Russell  
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