




Aura of Life

4th-level abjuration

 1 action

 Concentration, up to 10 minutes


 Self (30-foot radius)


 V


Life-preserving energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) has resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, a nonhostile, living creature regains 1 hit point when it starts its turn in the aura with 0 hit points.

Aura of Purity

4th-level abjuration

 1 action

 Concentration, up to 10 minutes


 Self (30-foot radius)


 V

Purifying energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) can't become diseased, has resistance to poison damage, and has advantage on saving throws against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.


Banishment

4th-level abjuration

 1 action

 Concentration, up to 1 minute

 60 feet

 V, S, M (an item distasteful to the target)

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated.

Banishment

4th-level abjuration


The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

At higher level: 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.

Death Ward

4th-level abjuration

 1 action

 8 hours

 Touch

 V, S

You touch a creature and grant it a measure of protection from death.

The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends.


Death Ward


4th-level abjuration

If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.


Locate Creature

4th-level divination

 1 action

 Concentration, up to 1 hour

 Self

 V, S, M (a bit of fur from a bloodhound)

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close - within 30 feet - at least once.

Locate Creature


4th-level divination


If the creature you described or named is in a different form, such as being under the effects of a "polymorph (lvl 4)" spell, this spell doesn't locate the creature.

This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Staggering Smite

4th-level evocation

 1 bonus action

 Concentration, up to 1 minute

 Self

 V

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon pierces both body and mind, and the attack deals an extra 4d6 psychic damage to the target. The target must make a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn.