





## 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.

## Blight

4th-level necromancy

	1 action
	Instantaneous
	30 feet
	V, S

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. The spell has no effect on undead or constructs.

## Blight

4th-level necromancy





If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

**At higher level:** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

## Confusion

4th-level enchantment

	1 action
	Concentration, up to 1 minute
	90 feet
	V, S, M (three nut shells)

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behaviour for that turn.

## Confusion

4th-level enchantment

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.

## Confusion



4th-level enchantment

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

**At higher level:** When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each spell slot above 4th.

## Dimension Door

4th-level conjuration

	1 action
	Instantaneous
	500 feet
	V

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualise, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry.

## Dimension Door





4th-level conjuration

You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature travelling with you each take 4d6 force damage, and the spell fails to teleport you.

## Dominate Beast

4th-level enchantment

	1 action
	Concentration, up to 1 minute
	60 feet
	V, S

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence.

## Dominate Beast

4th-level enchantment

You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature", "Run over there", or "Fetch that object". If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell.

## Dominate Beast





4th-level enchantment

If the saving throw succeeds, the spell ends.

**At higher level:** When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

## Greater Invisibility





4th-level illusion

	1 action
	Concentration, up to 1 minute
	Touch
	V, S

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

## Ice Storm

4th-level evocation

	1 action
	Instantaneous
	300 feet
	V, S, M (a pinch of dust and a few drops of water)

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.





## Ice Storm

4th-level evocation

**At higher level:** When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

## Polymorph

4th-level transmutation

	1 action
	Concentration, up to 1 hour
	60 feet
	V, S, M (a caterpillar cocoon)

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies.

## Polymorph

4th-level transmutation

The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

## Polymorph

4th-level transmutation

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.



### Stoneskin

4th-level abjuration



1 action



Concentration, up to 1 hour



Touch



V, S, M (diamond dust worth 100 gp, which the spell consumes)

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

### Storm Sphere

4th-level evocation



1 action



Concentration, up to 1 minute



150 feet



V, S

A 20-foot-radius sphere of whirling air springs into existence centered on a point you choose within range. The sphere remains for the spell's duration. Each creature in the sphere when it appears or that ends its turn there must succeed on a Strength saving throw or take 2d6 bludgeoning damage. The sphere's space is difficult terrain.

### Storm Sphere

4th-level evocation

Until the spell ends, you can use a bonus action on each of your turns to cause a bolt of lightning to leap from the center of the sphere toward one creature you choose within 60 feet of the center. Make a ranged spell attack. You have advantage on the attack roll if the target is in the sphere. On a hit, the target takes 4d6 lightning damage.

Creatures within 30 feet of the sphere have disadvantage on Wisdom (Perception) checks made to listen.

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

### Vitriolic Sphere

4th-level evocation



1 action



Instantaneous



150 feet



V, S, M (a drop of giant slug bile)

You point at a place within range, and a glowing 1-foot ball of emerald acid streaks there and explodes in a 20-foot radius. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

### Vitriolic Sphere

4th-level evocation

**At higher level:** When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 2d4 for each slot level above 4th.

### Wall of Fire

4th-level evocation



1 action



Concentration, up to 1 minute



120 feet



V, S, M (a small piece of phosphorus)

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw.

### Wall of Fire

4th-level evocation

On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

**At higher level:** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

### Watery Sphere

4th-level conjuration



1 action



Concentration, up to 1 minute



90 feet



V, S, M (a droplet of water)

You conjure up a sphere of water with a 10-foot radius on a point you can see within range. The sphere can hover in the air, but no more than 10 feet off the ground. The sphere remains for the spell's duration.

Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space outside it.

### Watery Sphere

4th-level conjuration

A Huge or larger creature succeeds on the saving throw automatically. On a failed save, a creature is restrained by the sphere and is engulfed by the water. At the end of each of its turns, a restrained target can repeat the saving throw.

The sphere can restrain a maximum of four Medium or smaller creatures or one Large creature. If the sphere restrains a creature in excess of these numbers, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it.

As an action, you can move the sphere up to 30 feet in a straight line. If it moves over a pit, cliff, or other drop, it safely descends until it is hovering 10 feet over ground.

## Watery Sphere

*4th-level conjuration*

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Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw, but no more than once per turn.

When the spell ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls.