

Level 7

Abilities

Barbarian

Feral Instinct

At 7th level, your natural reflexes are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Bard

4th Mastery

At 7th level, you can add a 4th Mastery Spell to your spells known.

Cleric

4th Mastery

At 7th level, you can add a 4th Mastery Spell to your spells known.

At 7th level, you may prepare one 4th Mastery Spell. Additionally, each Domain learns an additional spell that is always prepared.

Ambition	<i>Freedom of Movement</i>
Courage	<i>Guardian of Faith</i>
Enlightenment	<i>Arcane Eye</i>
Harmony	<i>Divination</i>
Honor	<i>Death Ward</i>
Innovation	<i>Fire Shield</i>
Judgment	<i>Magmatic Maul</i>
Mischief	<i>Confusion</i>
Retribution	<i>Locate Creature</i>
Tyranny	<i>Dominate Beast</i>

Druid

4th Mastery

At 7th level, you may prepare one 4th Mastery Spell. Additionally, each Circle grants an additional spell that is always prepared.

Circle of Decay	<i>Corpse Bomb</i>
Circle of the Elements	<i>Fire Shield</i>
Circle of the Land	
Coast	<i>Control Water</i>
Desert	<i>Blight</i>
Forest	<i>Giant Insect</i>
Grasslands	<i>Greater Invisibility</i>
Mountain	<i>Stoneskin</i>
Polar	<i>Ice Storm</i>
Swamp	<i>Confusion</i>
Circle of the Spirit	<i>Compulsion</i>

Fighter

Martial Archetype

At 7th level, you gain another feature based on your Martial Archetype.

Brigand

Vital Exploitation

At level 7, your ability to exploit weaknesses becomes all the more dangerous. The first time you damage a Blinded, Deafened, or Prone enemy with an attack action during a turn, you deal an extra amount of d6's of damage equal to your PRO, rather than d4's.

Dirt in Your Eye

At level 7, you've learned to cheat your way out of even the direst of situations. Whenever you are subjected to a STR or DEX save, you may use a

reaction and expend a use of your Fighting Dirty ability to roll a d6 and add the result to your save.

Champion

Remarkable Athlete

Starting at 7th level, you can add half your PRO (rounded up) to any STR, DEX, or CON check you make that doesn't already use your proficiency bonus.

In addition, when you use your action to dash, your total SPD is increased by your PRO until the end of your turn.

Defender

Bladed Bulwark

You may be a master of defense, but you still know how to make your enemies bleed. Whenever a creature misses with a melee attack against you, you may deal your PRO slashing, piercing, or bludgeoning damage to them.

Stifling Presence

As a Bonus Action, you may choose to exude an aura of stifling weight, making every step an effort. For 1 minute, you emanate a 2 square radius aura. Creatures that you choose within the aura are considered to be under the effects of difficult terrain, doubling the required SPD to move. You may use this ability a number of times equal to your PRO, and regain all uses on a Long rest.

Marshal

Tactical Superiority

At the start of combat, after initiative is rolled, you may choose to add your PRO to the initiative of one creature other than yourself that you can see. Additionally, this creature can add your PRO to the damage of their attacks as long as you are not incapacitated. This effect lasts until the end of combat.

Swashbuckler

Duelist's Embellishment

The mesmerizing performance that you put on is inspiring to all, but especially to you. Whenever you make a successful persuasion or performance check, you gain temp HP equal to your CHA.

Monk

Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Ki-bolstered Will

When you are forced to make an INT, WIS, or CHA save to avoid an effect, you may sacrifice any amount of LF and add the number sacrificed to the roll. You may do this after you find out whether the save succeeds or fails.

Paladin

Additional 2nd Mastery

At 7th Level, you learn an additional 2nd Mastery spell.

Oath Feature

Burning Avenger

Aura of Unwavering Flames

The crackling heat within you radiates outward, igniting your allies with its urgency. Whenever you or an ally within 2 squares of you start their turn, their SPD is increased by your CHA until the end of their turn.

Coming Storm

Ionic Discharge

The air around you becomes the static before the lightning strike, and you its deadly bolt. As a bonus action, you may gain a flying SPD equal to your CHA until the end of your turn. If you end your turn within 1 square of an enemy after using this ability, they take lightning damage equal to your CHA. If you are airborne when this ability ends, you immediately fall.

Crimson Penitent

Penitent's Perseverance

When your blood flows, your protective drive becomes all the greater. Whenever you start your turn below half of your HP maximum, you gain temp HP equal to half your level (rounded down) + your CHA.

Umbral Cycle

Haunting Blade

Your Bane Blade gains the thrown property with a range of 6 squares. If thrown at an enemy, you may choose to have the blade move with them, hovering incorporeally within 1 square of the creature for up to 1 minute. At any time, you may then use a bonus action to teleport to the blade's location and continue wielding it. If another creature attempts to grab or wield the Bane Blade, it simply passes through their fingers.

Oathbreaker

Aura of Doubt

Whenever an enemy within 2 squares of you must make a concentration check to continue concentrating on a spell, they make the check at disadvantage.

Ranger

Additional 2nd Mastery

At 7th Level, you learn an additional 2nd Mastery Spell.

Ranger Archetype

Beastmaster

Supernatural Evolution

Your Companion's attacks are now considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks. Additionally, your chosen companion evolves into a new form and gains new abilities.

Sabre-Cat

Medium Sentient Beast

HP 7 x Your Level		Senses Darkvision 15
AC 12 + Your PRO		Traits
SPD 9	STR 2	Climb SPD 6
	DEX 4	Incredible Leap You gain advantage on Athletics check made to jump.
	CON 2	Pounce If the companion moves at least 4 squares straight toward a Large or smaller creature and then hits it with a claw attack on the same turn, the target must succeed a DC 16 STR save or be knocked prone. If the target becomes prone because of this ability, they can make one bite attack as a bonus action.
	INT -3	
	WIS 2	
	CHA -2	Nine Lives Whenever your cat companion reaches 0 HP, rather than die, it becomes unstable. Normal hero rules for death now apply to it, and it may use your LF and REC to stabilize and revive itself.

Actions

Multiattack	The companion can make two claw attacks.
Bite (Melee)	<i>Attack:</i> 4 + your PRO against one target; <i>Damage:</i> 1d10 + 4 piercing damage.
Claws (Melee)	<i>Attack:</i> 4 + your PRO against one target; <i>Damage:</i> 2d4 + 4 slashing damage.

Dire Bear

Large Sentient Beast

HP 10 x Your Level		Senses Standard
AC 10 + Your PRO		Traits
SPD 6	STR 4	Climb SPD 6
	DEX 0	Keen Smell The Companion has advantage on Perception checks that rely on smell.
	CON 3	Bloodrage When the companion starts its turn at half its max HP or less, it may make an additional bite or claw attack with its multiattack.
	INT -3	
	WIS 2	
	CHA -2	

Actions

Multiattack	The companion can make two attacks: one with its bite and one with its claws.
Bite (Melee)	<i>Attack:</i> 4 + your PRO against one target; <i>Damage:</i> 1d6 + 3 piercing damage.
Claw (Melee)	<i>Attack:</i> 4 + your PRO against one target; <i>Damage:</i> 2d4 + 3 slashing damage.

Dire Wolf

Medium Sentient Beast

HP 8 x Your Level	Senses Standard
AC 11 + Your PRO	Traits
SPD 7	Keen Smell The companion has advantage on Perception checks that rely on smell.
STR 3	Pack Tactics The companion has advantage on attack rolls against a creature if at least one of the companion's allies is within 1 square of the creature and the ally is not incapacitated.
DEX 3	Pack Bond While the companion is alive, you also have the Pack Tactics Trait.
CON 3	Actions
INT -3	Multiattack The companion can make two bite attacks.
WIS 2	Bite (Melee) <i>Attack:</i> 4 + your PRO against one target; <i>Damage:</i> 1d10 + 4 piercing damage.
CHA -2	Claws (Melee) <i>Attack:</i> 4 + your PRO against one target; <i>Damage:</i> 2d4 + 4 slashing damage.

Bounty Hunter

Emergency Warrant

At 7th level, you learn a quick and dirty method for emergency bounty documentation. You may designate a bounty target as a bonus action, but may only designate them "Dead or Alive," and may only pick 1 effect. Additionally, the less than perfect nature of your Bounty does not seem adequate to your mysterious benefactor. You only gain a single silver piece for bounties completed this way.

Hunter

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

Escape the Horde Opportunity attacks against you are made with disadvantage.

Multiattack Defense When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will You have advantage on saving throws against being charmed or frightened.

Fearmonger

Now You See Me

At 7th level, you develop a knack for disappearing from view, just as the hunt begins. Whenever you roll initiative and are not surprised, you may use your reaction to make a stealth check. You are considered invisible to any creatures who failed to perceive you until you cast a spell or take an attack action.

Elemental Archer

Infused Adept

At 7th level, you gain a 3rd infused arrow ability.

Rogue

Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Sorcerer

4th Mastery

At 7th level, you can add one 4th Mastery Spell to your spells known. Additionally, your Sorcerer Origin adds another spell to your spells known.

Draconic Fusion

You may now choose 3 spells of your chosen damage type per long rest. They must still all be of a mastery of spell you can cast.

Glimmer Touched

Black Tentacles

If you spend 1 font point when you cast this spell, you can see through the magical darkness the spell creates. If you spend an additional 2 font points, you may also ignore the difficult terrain, and the tentacles neither damage nor restrain you.

Radiant Seeker *Guardian of Faith*

Seethe Bound *Bloodlust*

Honored Blood *Death Ward*

Warlock

4th Mastery

At 7th level, you learn a 4th Mastery Spell.

Your patron grants you bonus spells to your spell list. At certain levels, you may choose from additional spell options when picking your spells known.

The Angel *Death Ward*

The Fey Lord *Confusion*

The Fiend *Magmatic Maul*

The Primal Spirit *Bloodlust*

The Shade *Soul Tether*

Additional Invocation

At 7th level, you take one of the following warlock invocations or one of the lower-level invocations of our choice if you possess the prerequisites.

Bewitching Whispers

Prerequisite 7th level

You can cast *Compulsion* once per day using its sacrifice effect.

Bond of the Broken Mind

Prerequisite 7th level, Pact of Sanity's Threshold

You may choose a number of creatures you can see equal to your CHA, and form a mental link with them. While doing so, you may all speak telepathically with one another for a number of hours equal to your PRO as long as you remain within one mile of each other.

Additionally, if a creature in your mental link rolls a saving throw against being charmed, you may use your reaction to add your CHA to their save. If you do so, the creature takes psychic damage equal to your CHA.

Dreadful Word

Prerequisite 7th level

You may cast *Confusion* once per day using its sacrifice effect.

Eldritch Armorer

Prerequisite 7th level

You gain proficiency with Medium armor and shields.

Pact-keeper's Clarity

Prerequisite 7th level

Whenever you are forced to make CON saving throw to maintain concentration, you have advantage on that save.

Sculptor of Flesh

Prerequisite 7th level

You may cast *Polymorph* once per day using its sacrifice effect.

Tome of Tricks

Prerequisite 7th level

You may take one first level feat of your choice that is not an Aspiration feat. You do not need to meet the normal prerequisites for this feat.

Wizard

4th Mastery

At 7th level, you may add 2 more spells to your Spellbook, and may prepare a 4th Mastery Spell.

4th Mastery Spell Sheet

Arcane Eye

4th-Mastery Divination spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 1 hour

Range 6 squares

You create an invisible, magical eye within range that hovers in the air for the duration.

You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction.

As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 hour (600 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Spell Lists Wizard

Banishment

4th-Mastery Divination spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 1 round

Range 10 squares

Target 1 Creature

You attempt to send one creature that you can see within range to another plane of existence. The

target must succeed on a CHA saving throw.

Failure 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. 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.

Success No effect.

Sacrifice Spell

You may choose to sacrifice this spell when you cast it. When you do, the duration becomes Concentration, up to 1 minute. Additionally, if the target is native to a different plane of existence than the one you're on, the target is returned 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.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 round (6 Seconds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Spell Lists Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard

Black Tentacles

4th-Mastery Conjuration spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 1 minute

Range 18 squares

Squirming, ebony tentacles fill a 4-square square on the ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a DEX saving throw.

Failure The creature takes 2d6 bludgeoning damage and is restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles

takes 2d6 bludgeoning damage.

Success No effect.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

Concentration Spell

During your subsequent turns, after the one casting this spell, you can use a bonus action to continue the spell until the end of your next turn. If you don't, the spell's duration ends with your current turn. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed.

If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Sacrifice Spell

You may choose to sacrifice this spell when you cast it. When you do, you no longer need to use a bonus action to concentrate on the spell, and the damage dealt on a failure and while restrained increases to 3d6.

Spell Lists Bard, Sorcerer, Warlock, Wizard

Blight

4th-Mastery Necromancy spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Range 6 squares

Target 1 Creature

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. This spell has no effect on undead or constructs.

The target must make a CON save.

Failure The target takes 4d8 necrotic damage and takes 1 level of exhaustion.

Success The target takes half the damage.

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.

Sacrifice Spell

You may choose to sacrifice this spell when you cast it. When you do, the damage increases to 8d8, and the target takes 1d4 levels of exhaustion.

Spell Lists Cleric, Paladin, Ranger, Sorcerer, Warlock, Wizard

Bloodlust

4th-Mastery Enchantment spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Until the end of the target's next turn

Range 7 squares

Target 1 Humanoid Creature

You cloud a target's mind with the essence of rage, pushing them beyond their physical limits. The target must make a CHA save, but can choose to fail.

Failure The creature is affected by the spell.

Success No effect.

For the duration of the spell, they may make an additional attack when they make an attack action, may move an additional 2 squares, and have advantage on STR checks and Saving throws. At the start of the target's turn, they must roll a d8, with each number corresponding to a clockwise cardinal direction (1 is North). If there is a creature in that direction, the target must use their movement to get as close to the target as possible, and must use their action to take all attacks at that creature. If there are multiple creatures in that direction, choose the closest. This lasts for the duration of the spell, or until the target dies. If the creature dies from these attacks, the target may choose to end the spell or roll the next d8 twice and choose the result.

If the direction rolled on the d8 has no creatures, or if the chosen creature dies from any other source, the target rolls the d8 again and the spell continues.

Sacrifice Spell

You may sacrifice this spell when you cast it. If you do the duration becomes concentration, up to 1 minute.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Spell Lists Bard, Druid, Paladin, Warlock

Cacophonous Crystal

4th-Mastery Conjuraton spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 1 minute

Range 8 squares

You summon a massive, opaque crystal on the ground within range. The crystal functions as full cover, is a large object, has 60 HP, and is immune to all damage except Thunder and Force.

When you cast the spell, and every turn while concentrating on the spell, you can use your action to cause the crystal to crack, erupting with a deafening ringing. Every creature within 4 squares of the crystal must make a CON save.

Failure The creature takes 15 thunder damage and is pushed back 2 squares. Additionally, they are deafened until the start of your next turn.

Success The creature takes 7 thunder damage and is pushed 1 square.

Every time the crystal cracks, it takes 15 thunder damage. When the crystal is reduced to 0 HP, it shatters, ending the spell.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Sacrifice Spell

You may choose to sacrifice this spell whenever you use your action to crack the crystal. When you do, creatures take 30 damage rather than 15 on a failed save, are pushed 3 squares back on a failure or 2 squares on a success, and the crystal immediately shatters.

Spell Lists Druid, Sorcerer, Warlock

Compulsion

4th-Mastery Enchantment spell (charm, sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 1 Minute

Range 6 squares

Target 1 Creature

A creature of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed.

Failure The target is affected by this spell. Until the spell ends, you can use a bonus action on each of your turns to designate a direction that the creature can normally move in. An affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving to try to end the effect.

Success No effect.

A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Sacrifice Spell

You may choose to sacrifice this spell when you cast it. When you do, you can target any amount of creatures within range.

Spell Lists Bard

Confusion

4th-Mastery Enchantment spell (charm, sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 1 minute

Range 18 squares

Area 2 square-radius sphere

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 WIS saving throw when you

cast this spell or be affected by it.

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

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.

Success No effect.

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

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Sacrifice Spell

You may choose to sacrifice this spell when you cast it. When you do, creatures that fail their save roll twice and take the roll of your choice.

Spell Lists Bard, Druid, Sorcerer, Wizard

Control Water

4th-Mastery Transmutation spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 10 minutes

Range 60 squares

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of

the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Flood You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature

caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 10 minutes (100 rounds).

This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends

Spell Lists Cleric, Druid, Sorcerer, Wizard

Corpse Bomb

4th-Mastery Necromancy spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 1 minute

Range 8 squares

You point to a target within range and cause their body to painfully swell with the pestilent vapors of the Seethe. The target must make a CON save.

Failure The creature moves at half speed for the duration of the spell. When the affected creature dies, all other creatures within 5 squares must make a DEX save.

Failure The creature takes 5d6 thunder damage and 5d6 necrotic damage

Success The creature takes half damage.

Success No effect.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Sacrifice Spell

You may choose to sacrifice this spell as an action while concentrating on it. When you do, the target immediately takes 5d6 thunder damage and 5d6 necrotic damage. If this damage would kill the target, all other creatures must make a DEX save, taking 3d6 thunder damage and 3d6 necrotic damage on a failed save, or half as much on a success.

Spell Lists Druid, Sorcerer, Warlock, Wizard

Death Ward

4th-Mastery Protection spell (sacrifice)

Casting Activities Gesture, incant

Casting Time 1 Action

Duration 8 hours

Range Touch

Target 1 Creature

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.

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.

Sacrifice Spell

You must sacrifice this spell when you cast it

Spell Lists Cleric, Paladin

Dimension Door

4th-Mastery Conjuraction spell (sacrifice)

Casting Activities Incant

Casting Time 1 Action

Range 500 squares

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 visualize, 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. 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 traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Spell Lists Bard, Sorcerer, Warlock, Wizard

Divination

4th-Mastery Divination spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 10 minutes

Your magic and an offering put you in contact with your Virtue. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Spell Lists Cleric

Dominate Beast

4th-Mastery Enchantment spell (sacrifice)

Casting Activities Gesture, incant

Casting Time 1 Action

Duration Concentration, up to 10 minutes

Range 12 squares

You attempt to beguile a beast that you can see within range. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

Failure The target is charmed for the duration.

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. 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.

Success No effect.

Each time the target takes damage, it makes a new

WIS saving throw against the spell. If the saving throw succeeds, the spell ends.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Sacrifice Spell

You may choose to sacrifice this spell when a creature fails their saving throw against it. When you do, you can use your 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.

Spell Lists Druid, Ranger, Sorcerer

Fabricate

4th-Mastery Transmutation spell (sacrifice)

Casting Activities Gesture, incant

Casting Time 10 minutes

Range 24 squares

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 2-square cube, or eight connected 1 square cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single square cube). The quality of objects made by the spell is commensurate with the quality of the raw materials.

Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, intricate

weapons, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Spell Lists Wizard

Faithful Hound

4th-Mastery Conjuraton spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration 8 hours

Range 24 squares

You conjure a phantom watchdog in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it.

The hound is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions.

At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. The hound's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Spell Lists Ranger, Wizard

Fire Shield

4th-Mastery Evocation spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration 10 minutes

Range Self

Thin and wispy flames wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet.

You can end the spell early by using an action to dismiss it.

The flames provide you with a warm shield or a chill

shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack for the first time in a turn, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

Sacrifice Spell

You may choose to sacrifice this spell when you cast it. When you do, its duration becomes 1 hour, the damage becomes 3d8, and the damage is dealt each time you are hit with a melee attack during a turn, rather than only the first time.

Spell Lists Druid, Sorcerer, Wizard

Flicker

4th-Mastery Conjuraton spell (sacrifice)

Casting Activities Gesture, incant

Casting Time 1 Bonus Action

Duration Concentration, up to 1 minute

Target Self

You enter a state of flux, bouncing between locations with chaotic momentum. While concentrating on this spell, you have advantage on DEX saves, and have the Uncanny Dodge ability. You have advantage on the first attack you make each turn. Any time you use movement, or take an action or bonus action, you first teleport 3 squares in a random direction.

Sacrifice Spell

You may choose to sacrifice this spell whenever you would be forced to teleport. When you do, you choose the direction of each teleport, and the distance becomes 6 squares.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Spell Lists Bard, Ranger, Sorcerer, Warlock, Wizard

Freedom of Movement

4th-Mastery Abjuration spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration 1 hour

Range Touch

Target 1 Willing Creature

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Spell Lists Bard, Cleric, Druid, Ranger

Giant Insect

4th-Mastery Transmutation spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 10 minutes

You transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms for the duration. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion.

Each creature obeys your verbal commands, and in combat, they act on your turn each round. The GM has the statistics for these creatures and resolves their actions and movement.

A creature remains in its giant size for the duration, until it drops to 0 hit points, or until you use an action to dismiss the effect on it.

The GM might allow you to choose different targets. For example, if you transform a bee, its giant version might have the same statistics as a giant wasp.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You

can do this for up to 10 minutes (100 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Spell Lists Druid

Greater Invisibility

4th-Mastery Illusion spell (sacrifice)

Casting Activities Gesture, incant

Casting Time 1 Action

Duration Concentration, until the end of your next turn

Range Touch

Target 1 Creature

You or a creature you touch becomes invisible until the spell ends. Unlike Invisibility, this spell does not end when you make an attack roll, use a magic item, or cast a spell. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Sacrifice Spell

You may choose to sacrifice this spell when you cast it. When you do, the duration becomes Concentration, up to 1 minute.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Spell Lists Bard, Sorcerer, Wizard

Guardian of Faith

4th-Mastery Conjuration spell (sacrifice)

Casting Activities Incant

Casting Time 1 Action

Duration 8 hours

Range 6 squares

A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The

guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your Virtue.

Any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a DEX saving throw.

Failure The creature takes 10 radiant damage.

Success The creature takes half damage.

The guardian vanishes when it has dealt a total of 30 damage, or if you cast this spell again.

Sacrifice Spell

You may sacrifice this spell when you cast it. When you do, the guardian deals 20 radiant damage to hostile creatures, and vanishes after it has dealt 60 total damage.

Spell Lists Cleric, Paladin

Hallucinatory Terrain

4th-Mastery Illusion spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 10 minutes

Duration 24 hours

Range 60 squares

You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an INT (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Spell Lists Bard, Druid, Warlock, Wizard

Ice Storm

4th-Mastery Evocation spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Range 60 squares

A hail of rock-hard ice pounds the ground in a 4 square-radius, 8 square-high cylinder centered on a point within range. Each creature in the cylinder must make a DEX saving throw.

Failure The creature takes 2d8 bludgeoning damage and 2d6 cold damage.

Success The creature takes half damage.

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

Sacrifice Spell

You may choose to sacrifice this spell when you cast it. When you do, the damage increases to 4d8 bludgeoning and 4d6 cold, and the area of effect turns into difficult terrain for an amount of rounds equal to your PRO.

Spell Lists Druid, Sorcerer, Wizard

Locate Creature

4th-Mastery Divination spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 1 hour

Range Self

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 6 squares—at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph 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.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 hour (600 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Spell Lists Bard, Cleric, Druid, Paladin, Ranger, Wizard

Magmatic Maul

4th-Mastery Conjuraton spell (sacrifice)

Casting Activities Gesture, incant

Casting Time 1 Action

Range 1 square

You raise your hand and summon a massive hammer made entirely of fiery rock, before slamming it down on a space within range. All other creatures within 6 squares must make a DEX save as the maul explodes into a shockwave of burning shrapnel.

Failure The creature takes 3d6 fire damage and 3d6 piercing damage and is knocked prone.

Success The creature takes half damage but suffers no other effects.

Sacrifice Spell

You may choose to sacrifice this spell when you cast it. When you do, the spell only affect creatures of your choice, and the damage increases to 5d6 fire damage and 5d6 piercing damage.

Spell Lists Sorcerer, Warlock, Wizard

Phantasmal Killer

4th-Mastery Illusion spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 1 minute

Range 24 squares

Target 1 Creature

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a WIS saving throw.

Failure The target gains the frightened condition. At the end of each of their turns while frightened,

they must succeed on another WIS saving throw or take 3d10 psychic damage. On a success, the spell ends.

Success No effect.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Sacrifice Spell

You may choose to sacrifice this spell when an affected creature succeeds their secondary save. When you do, the creature loses the frightened condition, but immediately falls prone and takes 6d10 psychic damage as their illusory fear appears to kill them.

Spell Lists Bard, Wizard

Polymorph

4th-Mastery Transmutation spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 1 hour

Range 12 squares

Target 1 Creature

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a WIS saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points.

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

Success No effect.

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.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 hour (600 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Spell Lists Bard, Druid, Sorcerer, Wizard

Private Sanctum

4th-Mastery Abjuration spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 10 minutes

Duration 24 hours

Range 28 squares

You make an area within range magically secure.

The area is a cube that can be as small as 1 square to as large as 20 squares on each side. The spell lasts for the duration or until you use an action to dismiss it.

When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it.
- Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by divination spells.

- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area.

Casting this spell on the same spot every day for a year makes this effect permanent.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Spell Lists Wizard

Resilient Sphere

4th-Mastery Abjuration spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 1 minute

Range 6 squares

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a DEX saving throw.

Failure The creature is enclosed

Success No effect.

Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there.

The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.

Sacrifice Spell

You must sacrifice this spell when you cast it

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail,

your concentration ends.

A disintegrate spell targeting the globe destroys it without harming anything inside it.

Spell Lists Wizard

Secret Chest

4th-Mastery Conjuration spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Range Touch

You hide a chest, and all its contents, on the Ethereal Plane. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet).

While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by using an action and touching both the chest and the replica.

After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost.

Sacrifice Spell

You must sacrifice this spell when you cast it.

Spell Lists Wizard

Soul Tether

4nd-Mastery Evocation spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 1 minute

Range 7 squares

Target 1 Creature

You summon a magical tether of life energy, tying you to a creature within range. The target must make a WIS save, and can choose to fail. While tethered, you may spend a bonus action to sacrifice an amount of hit dice up to your PRO, roll them, and damage yourself for half the result. You then heal the tethered target for the

result. Instead, you may also choose to use your bonus action to sacrifice the hit dice, damage yourself for half, and then deal radiant or necrotic damage equal to the result. Damage this spell does to you does not trigger a concentration check, and cannot be reduced in any way. As an action, you may move the tether to another creature within range.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 1 minute (10 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Sacrifice Spell

You may choose to sacrifice this spell when you use your bonus action to heal or damage a target with it. When you do, the target heals or is damaged for double the amount rolled, and the spell ends.

Spell Lists Cleric, Paladin, Wizard

Stone Shape

4th-Mastery Transmutation spell

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Range Touch

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Sacrifice Spell

Unless you sacrifice the spell when you cast it, any stone altered by the spell returns to normal after 10 minutes.

Spell Lists Cleric, Druid, Ranger, Wizard

Stoneskin

4th-Mastery Abjuration spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 1 hour

Range Touch

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.

Concentration Spell

You focus on the spell, becoming unable to concentrate on other spells for the duration. You can do this for up to 10 minutes (100 rounds). This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Sacrifice Spell

You may sacrifice this spell when you cast it. When you do, you gain resistance to magical and nonmagical bludgeoning, piercing, and slashing damage. Additionally, your AC increases by 1.

Spell Lists Druid, Ranger, Sorcerer, Wizard

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.

Concentration Spell

During your subsequent turns, after the one casting this spell, you can use a bonus action to continue the spell until the end of your next turn. If you don't, the spell's duration ends with your current turn. You can do this for up to 1 minute (10 rounds).

This concentration ends if you are incapacitated, fall unconscious, or are killed. If you take damage while this spell is in effect, you must succeed a CON save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail, your concentration ends.

Sacrifice Spell

You may choose to sacrifice this spell when you cast it. When you do, the initial damage increases to 4d8 on a failed save or half on a success, and the damage on ending a turn in its proximity increases to 5d8. Additionally, you do not need to use a bonus action to concentrate on the spell.

Spell Lists Druid, Sorcerer, Wizard

Wall of Fire

4th-Mastery Abjuration spell (sacrifice)

Casting Activities Gesture, incant, and use implement

Casting Time 1 Action

Duration Concentration, up to 1 minute

Range 24 squares

You create a wall of fire on a solid surface within range. You can make the wall up to 12 squares long, 4 squares high, and 1 foot thick, or a ringed wall up to 4 squares in diameter, 4 squares 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 DEX saving throw.

Failure The creature takes 2d8 fire damage

Success The creature takes half damage.

One side of the wall, selected by you when you cast this spell, deals 3d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same