

SPELLS (4TH): THE TREANTMONK VARIANT

BLIGHT

4th level Necromancy

Casting Time: 1 action

Range: 30 Feet

Components: V, S

Duration: Instantaneous

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 and suffers one level of exhaustion on a failed save, on a successful save the target does not suffer exhaustion and takes half damage. This spell has no effect on undead or constructs.

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 Levels. 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

Casting Time: 1 action

Range: 90 Feet

Components: V, S, M*

Duration: Concentration 1 Minute

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature of your choice 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 behavior for that turn.

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. |

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

At Higher Levels. 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 slot level above 4th.

* (three nut shells)

EVARD'S BLACK TENTACLES

4th level Conjuraton

Casting Time: 1 action

Range: 90 Feet

Components: V, S, M*

Duration: Concentration 1 Minute

Squirring, ebony tentacles fill a 20-foot square on 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 Dexterity saving throw or take 3d6 bludgeoning damage and be 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 3d6 bludgeoning damage.

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

* (a piece of tentacle from a giant octopus or a giant squid)

GRASPING VINE

4th level Conjuraton

Casting Time: 1 bonus action

Range: 30 Feet

Components: V, S

Duration: Concentration 1 Minute

You conjure a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vine to lash out at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or fall prone and be pulled 20 feet directly toward the vine.

Until the spell ends, you can direct the vine to lash out at the same creature or another one as a bonus action on each of your turns.

ICE STORM

4th level Evocation

Casting Time: 1 action

Range: 300 Feet

Components: V, S, M*

Duration: Instantaneous

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 3d8 bludgeoning damage and 5d6 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.

At Higher Levels. 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.

.* (a pinch of dust and a few drops of water)

PHANTASMAL KILLER

4th level Illusion

Casting Time: 1 action

Range: 120 Feet

Components: V, S

Duration: Concentration 1 Minute

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 Wisdom saving throw. On a failed save, the target takes 4d10 psychic damage and becomes frightened for the duration. At the beginning of each of the target's turns before the spell ends, the creature takes 4d10 psychic damage. At the end of each of its turns, the target can make a Wisdom saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

STAGGERING SMITE

4th level Evocation

Casting Time: 1 bonus action

Range: self

Components: V

Duration: Concentration 1 Minute

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 4d8 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.

At Higher Levels. 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.

STONESKIN

4th level Abjuration

Casting Time: 1 action

Range: touch

Components: V, S, M*

Duration: Concentration 1 Hour

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

.* (diamond dust worth 100 gp, which the spell consumes)



THIS DOCUMENT WAS LOVINGLY CREATED
USING **GM BINDER**.

If you would like to support the GM Binder developers,
consider joining our [Patreon](#) community.