

Compulsion

4th-level enchantment

 1 action

 Concentration, up to 1 minute

 30 feet

 V, S

Creatures 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. On a failed save, a 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 is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take any action before it moves. After moving in this way, it can make another Wisdom save to try to end the effect.

Compulsion

4th-level enchantment

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

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 by 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.

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. 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.

Dimension Door

4th-level conjuration

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.

Freedom of Movement

4th-level abjuration

 1 action

 1 hour

 Touch

 V, S, M (a leather strap, bound around the arm or a similar appendage)

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.

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.

Hallucinatory Terrain

4th-level illusion

 10 minutes

 24 hours

 300 feet

 V, S, M (a stone, a twig, and a bit of green plant)

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.

Hallucinatory Terrain

4th-level illusion

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 Intelligence (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.

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. 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.

Locate Creature

4th-level divination

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

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. 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.

Polymorph

4th-level transmutation

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.

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.