Rite Publishing Presents:

101 4th Level Spells

Sorcerer Supreme (Designer): Steven D. Russell
Spellbook Scribe (Editor): David Paul
Master Illusionist (Cover Artist): Peter Szabo Gabor
Transmuters (Interior Artwork): Claudio Pozas, Joe Calkins (pg 4), Hugo Solis (pg 18)
Lowly Apprentice (Layout): Steven D. Russell

Dedication: To Mike Holt
—You are the best amongst us.

Special Thanks to the subscribers: Ben Asaro, Chris Mattson, Craig Johnston, Jani Vaara, Jeffery Spencer, Mark Gedak, Michael Welham, Oliver Spreckelsen, and Paul Watson

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.
4th-Level Bard Spells

**Armor Plating:** You gain a +5 armor bonus and DR 5/adamantine.

**Boorishness:** Subject’s Charisma drops to 1 for a limited time.

**Charm Person, Mass:** As charm person, but affects multiple targets within 30 feet.

**Contingent Serious Healing:** Target that takes 12 or more damage instantly heals 4d8 hit points.

**Counter Silence:** Dispels magical silence.

**Crystalguard, Lesser:** Ten crystals absorb spells.

**Curse of Wanderlust:** Forces target to travel in a random direction.

**Depth Charge:** You stun and deal sonic damage to underwater targets or damage surface targets in a smaller area.

**Dying Vengeance:** Upon caster’s death, a scream curses the killer, inflicting 1d4 points of Charisma drain/day.

**Eldritch Mouth:** As magic mouth, but can trigger command word magic items and effects.

**Fit of Pique, Greater:** Targets are forced to attack their allies.

**Fold:** You become paper-thin and fold yourself into a small square.

**Foozle:** Subjects become clumsy, suffering penalties to their attacks, checks and more.

**Inspiring Word:** Grant allies temporary hit points, and a bonus to attacks, Will saves, and against fear effects.

**Maddening Insult:** Uncontrollable anger drives target creature to attack you and suffer penalties to AC and attacks.

**Massmorph into Trees:** Subjects appear as normal trees.

**Multi-Image:** Creates multiple images of the caster, all of which can act independently.

**Power Word: Laughter:** With a powerful word, you send an opponent into a fit of laughter.

**Remember Way:** Allow a conveyance or animal to guide itself on a known path.

**Secret Missive:** Short message is concealed within larger text.

**Shimmering Crystal:** Targets see what they truly want

**Sonic Blast:** Cone of sonic energy inflicts 1d4 points of damage/level.

**Sonic Lance:** Creates melee weapon that inflicts 1d4 points of damage/two levels.

**Subvert Charm:** Transfers original charm effect to caster’s control.

**Supernatural Ward, Greater:** Subject gains a +10 bonus on saves against supernatural effects.

(Immediate)

**Watchful Spirits:** Spiritual manifestations prevent you from being flanked and grant you an insight bonus on one Reflex save.

**4th-Level Cleric Spells**

**Armor of Force:** Target’s armor bonus applies to touch attacks.

**Armor Plating:** You gain a +5 armor bonus and DR 5/adamantine.

**Bestow Affliction:** Inflicts a disability on the target.

**Blood Curse:** Subject takes double damage from slashing and piercing weapons and bleed effects.

**Borrow Limb:** Attach another creature’s severed arm to yourself.

**Circle of Censure:** Magical aura damages aberrations, undead, and outsiders.

**Cloud Dragon:** Make a cloud into a gold or silver dragon that can fly you about.

**Commune with the Ancients:** Commune with the land or ancient ruins.

**Confession’s Hand:** Forces out the truth in writing.

**Contingent Serious Healing:** Target that takes 12 or more damage instantly heals 4d8 hit points.

**Curse Ability:** You can remove one class ability or one universal monster ability from a target creature.

**Dampen Magic Item:** As dispel magic on an item but with a longer duration.

**Escape the Bonds of Flesh:** Target suffers 2d8 points of damage +1 point/caster level; if below 0 hp, target’s skeleton tears out of body and animates.

**Hand of Time:** Accelerates all magical effects in the area of effect.

**Heart of the Gazelle:** Creature gains speed, Dexterity and Constitution bonuses, and a bonus to Acrobatics checks.

**Duble Creature With Divine Power:** Grant a +2 bonus to subject’s physical stats and next attack deals +1 damage/level.

**Kismet:** One creature/5 levels takes damage when you do.

**Light Before, Darkness Behind:** You create a zone of light and darkness around an object or creature.

**Light of Truth:** A colored aura reveals subject’s true or false statements to all.

**Sanctum:** You withdraw into an extradimensional space. (Swift)

**Smite Foe:** Ray of sacred energy deals 1d8/2 levels damage to one target or 1d8/level to evil outsiders and undead.

**Soften:** Decrease an object’s hardness.

**Spirit Dragon:** You create the partially illusory light of an adult dragon.

**Stomach Bloom:** Subject is sickened, spews stomach contents to deal 1d6 acid damage/2 levels every 1d4 rounds.

**Symbol of Despair:** Triggered rune fills nearby creatures with utter despair.

**Wall of Light:** You erect a wall that causes anyone who passes through it to glow.

**Watchful Spirits:** Spiritual manifestations prevent you from being flanked and grant you an insight bonus on one Reflex save.

**Wave of Pain:** Subjects suffer a -4 penalty to attacks and to initiative, skill and ability checks, and their movement is reduced by 10 ft.

**Witchbreaker:** You generate a region that inflicts damage on arcane spellcasters.
Zone of Mishaps: Spells and casters in area must make a caster level check or be subject to a scroll mishap. 
Zone of Parley: You create a zone where a truce is enforced.

4th-Level Druid Spells

Air and Water: Intermix air and water in 15-ft.-radius emanation to allow breathing and impede movement or melee. 
Armor of Thorns: You gain a +4 natural armor bonus, and whenever an enemy strikes you with a natural or hand-held melee weapon, it takes 7 points of damage. 
Camouflage, Mass: One stationary subject/level gains a +10 bonus on Stealth checks. 
Circle of Censure: Magical aura damages aberrations, undead, and outsiders. 
Contingent Serious Healing: Target that takes 12 or more damage instantly heals 4d8 hit points. 
Curse Ability: You can remove one class ability or one universal monster ability from a target creature. 
Dust Cloud: Obscures vision, blinds creatures, and impedes movement. 
Grappling Vine: A sticky vine shoots forth to grapple and deal damage to a foe. 
Heart of the Gazelle: Creature gains speed, Dexterity and Constitution bonuses, and a bonus to Acrobatics checks. 
Imbue Creature With Divine Power: Grant a +2 bonus to subject’s physical stats and next attack gains +1 damage/level. 
Massmorph into Trees: Subjects appear as normal trees. 
Primal Scream: Cone deals sonic damage to creatures and objects, and grants you both Strength and Constitution bonuses, and increases your charge speed. 
Puffball: Leathery sphere releases acidic vapor and toxic dust as splash weapon, deals 1d8/two levels damage (max. 5d8) plus Constitution damage and blindness. 
Remember Way: Allow a conveyance or animal to guide itself on a known path. 
Spirit Dragon: You create the partially real illusion of an adult dragon. 
Steam Jet: High-pressure steam deals 1d6/level damage (max. 1d6), heats equipment, and can knock creatures back. 
Stomach Bloom: Subject is sickened and spews its stomach contents to deal 1d6 acid damage/2 levels every 1d4 rounds. 
Sunray: You focus ambient light into a scorching beam, dealing damage as ranged touch attack and possibly setting targets on fire. 
Teeth of the Wind: Blast of air bludgeons and knocks creatures back. 

Unstable Form: Target creature’s body is destabilized into an amorphous mass.

4th-Level Paladin Spells

Armor of Force: Target’s armor bonus applies to touch attacks. 
Armor of the Heart: Add your Constitution bonus to your AC. 
Armor Plating: You gain a +5 armor bonus and DR 5/adamantine. 
Circle of Censure: Magical aura damages aberrations, undead, and outsiders. 
Exile: You put 1 creature/level into a temporary extradimensional prison tied to you. 
Exorcism: Expel a possessing creature from a victim. 
Foresight of the Just Warrior: If you possess the Power Attack Feat you deal optimized Power Attack damage. 
Halo of Righteousness: Grants allies a +2 sacred bonus to AC and Reflex saves, they ignore one chosen condition, and you can use your mercies on them without touching them. 
Heroic Sacrifice: You take the damage and effects from one chosen creatures. 
Ideal Restraints: Conjured chains, manacles and nooses restrain creatures. 
Last Act: You ignore any conditions you are affected with for 1 round. 
Light of Truth: A colored aura reveals subject’s true or false statements to all. 
Martyr: If target dies, he makes a limited wish that cannot bring him back to life. 
Portrait of the Wanted: Create a drawing of the last person to touch an item. 
Resist Damage: Gain damage reduction equal to your Constitution modifier. 
Shield of Ablation: Minimizes all variable weapon damage inflicted on you. 
Smite Foe: Ray of sacred energy deals 1d8/2 levels damage to one target or 1d8/level to evil outsiders and undead. 
Track Magic: Allows you to trail a magical creature or spellcaster. 
True Sacrifice: You grant a true resurrection and you die and cannot be raised or resurrected. 
Untiring: The target does not need to make Constitution checks related to fatigue or environmental conditions, and isn’t encumbered by weight. 
Ward of Mercy: All damage dealt within the area of the spell is nonlethal damage. 
Witchbreaker: You generate a region that inflicts damage on arcane spellcasters.

4th-Level Ranger Spells

Armor of Thorns: You gain a +4 natural armor bonus, and whenever an enemy strikes you with a natural or hand-held melee weapon, it takes 7 points of damage.
Circle of Censure: Magical aura damages aberrations, undead, and outsiders.
Confession’s Hand: Forces out the truth in writing.
Curse Ability: You can remove one class ability or one universal monster ability from a target creature.
Halt Device: Mechanical object ceases to function.
Heart of the Gazelle: Creature gains speed, Dexterity and Constitution bonuses, and a bonus to Acrobatics checks.
Maddening Insult: Uncontrollable anger drives target creature to attack you and suffer penalties to AC and attacks.
Ideal Restraints: Conjured chains, manacles and ropes restrain creatures.
Many Arms: Target gains additional arms.
Massmorph into Trees: Subjects appear as normal trees.
Portrait of the Wanted: Create a drawing of the last person to touch an item.
Prophet’s Eye: See, hear, and feel a target’s experiences.
Remember Way: Allow a conveyance or animal to guide itself on a known path.
Track Magic: Allows you to trail a magical creature or spellcaster.

4th-Level Sorcerer/Wizard Spells

Abjuration
Armor of Force: Target’s armor bonus applies to touch attacks.
Circle of Censure: Magical aura damages aberrations, undead, and outsiders.
Crystalguard, Lesser: Ten crystals absorb spells.
Dampen Magic Item: As dispel magic on an item, but with a longer duration.
Scapegoat, Greater: Transfer multiple poor die rolls to another creature.
Spell Turning, Lesser: Reflects 1d4+3 levels of spells back at caster.
Supernatural Ward, Greater: Subject gains a +10 bonus on saves against supernatural effects.
(Immediate)
Zone of Mishaps: Spells and casters in area must make a caster level check or be subject to a scroll mishap.

Conjuration
Chaotic Blast: You blast forth an attack that has an unpredictable form.
Corrosive Touch: Corrosive slime deals 2d6 acid damage plus 2d6 in subsequent rounds.
Grappling Vine: A sticky vine shoots forth to grapple and deal damage to a foe.
Ideal Restraints: Conjured chains, manacles and ropes restrain creatures.
Puffball: Leathery sphere releases acidic vapor and toxic dust as splash weapon, deals 1d8/two levels damage (max. 5d8) plus Constitution damage and blindness.

Stomach Bloom: Subject is sickened and spews its stomach contents to deal 1d6 acid damage/2 levels every 1d4 rounds.
Watchful Spirits: Spiritual manifestations prevent you from being flanked and grant you an insight bonus on one Reflex save.

Divination
Light of Truth: A colored aura reveals subject’s true or false statements to all.
Portrait of the Wanted: Create a drawing of the last person to touch an item.
Prophet’s Eye: See, hear, and feel a target’s experiences.
Remember Way: Allow a conveyance or animal to guide itself on a known path.
Track Magic: Allows you to trail a magical creature or spellcaster.
Translocation Viewing: You view the destination of a conjuration (teleportation) effect as if standing there.
Warrior’s Insight: You gain a +5 bonus to melee attack, damage and AC.

Enchantment
Boorishness: Subject’s Charisma drops to 1 for a limited time.
Charmed Person, Mass: As charm person, but affects multiple targets within 30 feet.
Confession’s Hand: Forces out the truth in writing.
Fit of Pique, Greater: Targets are forced to attack their allies.
Foolze: Subjects become clumsy, suffering penalties to their attacks, checks and more.
Inspirating Word: Grant allies temporary hit points, and a bonus to attacks, Will saves, and against fear effects.
Maddening Insult: Uncontrollable anger drives target creature to attack you and suffer penalties to AC and attacks.
Power Word: Laughter: With a powerful word, you send an opponent into a fit of laughter.
Shimmering Crystal: Targets see what they truly want
Sulvert Charm: Transfers original charm effect to caster’s control.
Symbol of Despair: Triggered rune fills nearby creatures with utter despair.

Evocation
Depth Charge: You stun and deal sonic damage to underwater targets or damage surface targets in a smaller area.
Dust Cloud: Obscures vision, blinds creatures, and impedes movement.
Light Before, Darkness Behind: You create a zone of light and darkness around an object or creature.
Retaliatory Missile: You deal DR 10/magic, and every time a missile attacks you, a magic missile strikes the attacker.
**Shockwave:** Deals 1d6 damage/2 levels and bull rushes all enemies in a 10-ft.-radius burst.

**Spiritbow, Lesser:** Bow of magical force can be wielded or attacked on its own, firing regular or special force projectiles.

**Staffstrike:** Shockwaves from your staff deal bludgeoning and sonic damage plus deafen creatures; can also stun and knock creatures down.

**Steam Jet:** High-pressure steam deals 1d6/level damage (max. 10d6), heats equipment, and can knock creatures back.

**Sunray:** You focus ambient light into a scorching beam, dealing damage as ranged touch attack and possibly setting targets on fire.

**Teeth of the Wind:** Blast of air bludgeons and knocks creatures back.

**Wall of Light:** You erect a wall that causes anyone who passes through it to glow.

---

**Illusion**

**Camouflage, Mass:** One stationary subject/level gains a +10 bonus on Stealth checks.

**Eldritch Mouth:** As magic mouth, but can trigger command word magic items and effects.

**Eyes of Decay:** Subject sees an apocalyptic nightmare of undeath.

**Massmorph into Trees:** Subjects appear as normal trees.

**Multi-Image:** Creates multiple images of the caster, all of which can act independently.

---

**Necromancy**

**Blood Curse:** Subject takes double damage from slashing and piercing weapons and bleed effects.

**Borrow Limb:** Attach another creature’s severed arm to yourself.

**Curse Ability:** You can remove one class ability or one universal monster ability from a target creature.

**Excruciating Grasp:** Touched creature takes Dexterity and nonlethal damage.

**Wave of Pain:** Subjects suffer a -4 penalty to attacks and to initiative, skill and ability checks, and their movement is reduced by 10 ft.

---

**Transmutation**

**Alter Range:** Decrease or increase the range increment of ranged weapons.

**Armor Plating:** You gain a +5 armor bonus and DR 5/adamantine.

**Brilliant Strike:** Attack passes through armor and shield. (Swift)
Air and Water

School: Transmutation [Air, Water];
Level: Brd 5, Drd 4, Sor/Wiz 5
Casting Time: 1 standard action
Components: V, S, M/DF (sealed vial, half-filled with air and water)
Range: Touch
Target: Creature, object, or point in space touched
Duration: 1 hour/level (D)
Saving Throw: Will negates; see text;
Spell Resistance: See text.

You create a 15-foot-radius emanation centered on the target, which can move if placed on a creature or a movable object. The emanation acts on both air and water, creating an area where the two mix in roughly equal portions. Water within the emanation becomes suffused with bubbles of air, creating an area where air-breathing creatures can breathe normally, while air within the emanation becomes a very wet mist where water-breathing creatures can breathe normally. The spell does not affect any contaminants that may be suspended in the affected air or water, such as poison gases, silt, or smoke. Likewise, the spell does not function in a vacuum, nor will it affect any magical liquid or any nonmagical liquid that is not at least 75% water. Underwater, the emanation creates an environment that functions partly as a land area and partly as a water area. All the normal rules governing underwater combat apply except as noted here.

• The emanation functions as difficult terrain for any creature swimming through it. Each square of swimming movement counts as two squares moved (three squares for each diagonal).

• Creatures with land speeds make all melee attacks normally provided that both they and their opponents are within the emanation.

• Creatures without land speeds suffer a –2 penalty on melee attacks if they or their targets are within the area.

• When an attacker inside the emanation attacks a target outside (or vice versa) the target has cover (+4 bonus to AC, +2 bonus on Reflex saves) unless the attacker has a land speed and is under a freedom of movement effect (as the spell).

• A creature with a space larger than 5 feet (1 square) can choose any square that it occupies to determine if it is inside or outside the emanation. Similarly, when attacking such a creature, the attacker can pick any of the squares the defender occupies to determine if is inside or outside the emanation.

On land, the emanation’s damp fog can obscure vision (including darkvision). If line of sight to a creature or object passes through 10 to 15 feet of fog, the subject has concealment (attacks have a 20% miss chance). If line of sight passes through more than 15 feet of fog, the subject has total concealment (50% miss chance, and the attacker can’t use sight to locate the target).

Less than 10 feet of fog has no effect. Unattended objects and points in space receive no saving throw against this spell, nor does any spell resistance for the object or area apply. An unwilling creature can attempt a Will save to negate the effects if it or its equipment is the target of the spell, and any spell resistance the creature or object has must be overcome by the caster. Once the spell is in place, though, spell resistance will not negate the effects of the emanation for creatures or objects within it.

Alter Range

School: Transmutation; Level: Sor/Wiz 4
Casting Time: 1 standard action
Components: V, S, M (feather from an arrow)
Range: Long (400 ft. + 40 ft./level)
Target: One ranged weapon/level or 50 missiles/level, no two of which can be more than 30 ft. apart
Duration: 10 minutes/level
Saving Throw: Will negates (object);
Spell Resistance: Yes (object)

You can either enhance the range of ranged weapons by doubling their range increment, or reduce their range increment by one-half. Constructs are allowed a save to resist the effects of this spell on their built-in weapons, and other creatures are allowed a save to resist for weapons they carry.

Armor of Force

School: Abjuration [Force];
Level: Clr 4, Pal 4, Sor/Wiz 4
Casting Time: 1 standard action
Components: V, S, DF
Range: Touch
Target: Touched suit of armor
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless);
Spell Resistance: Yes (harmless)

You evoke bands of invisible force around a suit of armor, extending the armor’s natural protective qualities to touch attacks. While this spell is in effect, you may apply the armor’s total AC bonus, including enhancement bonuses, to your touch AC.

Armor of the Heart

School: Abjuration; Level: Pal 4
Casting Time: 1 standard action
Components: V, S
Range: Personal
Target: Armor worn
Duration: 1 min./level (D)
Armor of the heart imbues your armor with your own innate toughness and heartiness. While the spell is in effect, your armor gains a bonus to AC equal to your Constitution modifier (minimum +1). This spell only affects armor. It has no effect on shields or normal clothing.

Armor of Thorns

School: Conjuration (Creation);
Level: Drd 4, Rgr 4
Casting Time: 1 standard action
Components: V, S, DF
Range: Personal
Target: You
Duration: 1 minute/level (D)
For the duration of the spell, your torso grows a weave of green, writhing thorns. Creatures striking you with natural weapons or hand-held weapons take 7 points of piercing damage each time they hit you. In addition, the thorns grant the caster a +4 natural armor bonus. The caster may will the thorns to move out of the way so he may safely receive beneficial touch-based spells and spell-like effects. As a full-round action (does not provoke attacks of opportunity), the caster can have the vines strike out from his body, dealing 4d4 points of damage to all creatures within a 5-foot-long, 180-degree arc in front of him, or to all creatures within 5 feet of him (Reflex save for half damage).

Armor Plating
School: Transmutation; Level: Brd 4, Clr 4, Pal 4, Sor/Wiz 4; Casting Time: 1 standard action; Components: V, S, F (four plates of metal); Range: Personal; Target: Self; Duration: 10 minutes/level

This spell allows the caster to make metal plates adhere and meld with his skin, literally bonding armor to him. The metal plates are the material focus of the spell, and grant both a +5 armor bonus and damage reduction 5/adamantine. Due to the nature of the metal actually merging with the caster’s skin, no armor check penalties or the like are inflicted by the temporary armor. After the duration of the spell has expired, the armor plates simply drop off.

Bestow Affliction
School: Necromancy; Level: Cbr 4; Casting Time: 1 standard action; Components: V, S; Range: Touch; Target: Creature touched; Duration: Permanent

Saves: Fortitude negates; Spell Resistance: Yes

Bestow affliction causes the target to suffer a permanent physical or mental disability. This curse cannot be dispelled, but it can be removed with the use of break enchantment, remove curse, limited wish, wish, or miracle. The caster can choose an affliction to bestow from the following list:

Babble: The afflicted’s ability to speak coherently is compromised. Any time he attempts to communicate (including casting spells with verbal components), he must make a Will save (DC 16) or whatever he says comes out as gibberish.

Barrenness/Infertility: Certain demons, curses and diseases (and of course, old age) caused people to be unable to produce or bear offspring. This is a touchy subject, and the effects of the affliction might be entirely unimportant in some campaigns. It can be cured by any of the spells listed above, or by a fertile womb spell.

Cataracts: Cataracts are an affliction that permanently degrades one’s eyesight (-2 to Search and Spot checks, -4 to attack rolls, and any Dexterity bonus to AC is halved). It can be cured by the spells listed above, or by a combination of the remove disease and cure blindness spells.

Dementia: The afflicted’s ability to interact with the real world is compromised. Any time he attempts to take a decisive action, he must make a Wisdom check (DC 13), or act as though under the influence of a confusion spell.

Diseased: The afflicted has suffered physical scars from numerous sicknesses, and he perpetually stinks of infection. He suffers a -5 penalty to his Charisma score.

Ecstatic: The afflicted’s ability to understand danger is compromised. In any excited or dangerous situations, he must make a Wisdom check (DC 13), or spend the next 1d4 rounds singing and dancing like a drunk. While in ecstasy he is unable to attack or to use any active defenses. At the end of the madness, make another Wisdom check or the ecstasy continues.

Fixation: The afflicted takes on a quest in search of an unattainable goal (e.g. an imaginary object or impossible ideal) that puts him (and allies) into dangerous situations.

Forgetfulness: The afflicted’s ability to remember things is compromised. Any time he must do something that requires accessing his memory (including casting memorized spells), he must make an Intelligence check (DC 13).

Impotence: The afflicted’s ability to participate in sex and to procreate are compromised. This is another touchy subject, and its effects might be entirely unimportant in some campaigns.

Lameness: The afflicted’s speed is halved, and he becomes incapable of running or charging. He also suffers a -10 penalty to Acrobatics and Swim skills.

Mute: The afflicted loses the power of speech. He can still make himself understood through writing, and his hearing is unaffected.

Paranoia: The afflicted’s ability to separate friend from foe is compromised. Any time someone confronts him with an unexpected situation, he automatically views the other as an enemy and must make a Wisdom check (DC 10) to avoid attacking him.

Phobia: The afflicted develops an irrational fear of a common object, creature, or condition. He believes the object of the phobia poses an immediate threat to him and may even see it where it doesn’t exist.

Sickly: The Sickly affliction means that the victim is more likely to contract diseases. A Sickly person always has a low-level cough or fever, and a -4 penalty to saves against disease.

Blood Curse
School: Necromancy; Level: Brd 5, Cbr 4, Sor/Wiz 4; Casting Time: 1 round; Components: V, S; Range: Touch; Target: One creature; Duration: Permanent

Saves: Will negates;