

# Powers, Spells and Rituals

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I've noticed that many powers in D&D4 were much of a sameness, and don't really reflect the diverse classes very well.

To this extent I've decided to re-introduce the spell slots and do away with the material components altogether. Magic users can now cast a number of spells daily without rest - but some spells require preparation (a ritual). Both arcane and priestly users do not need to learn or pray for spells. They can cast any spell they wish and know, provided they do not exceed their daily spell slot quota or level. They can continue to sacrifice spell slots in favour of more or less powerful spells. Magic-users cannot cast spells that they do not know, nor can they cast spells that are beyond their level.

Only certain spells require material components, as well as those defined as rituals. You no longer need bat guano for a fireball for instance.

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## Domains and Schools

There are a number of new domains associated with Melora and the Raven Queen.

### Cold Domain

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**Deity:** The Raven Queen

**Granted Power:** you can turn or destroy fire creatures as a good cleric turns undead and rebuke or command cold creatures as an evil cleric rebukes undead. Each use of this ability uses up one of your turn uses per day of your turn ability.

## Cold Domain Spells

1. **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.
2. **Chill Metal:** Cold metal damages those who touch it,
3. **Sleet Storm:** Hampers vision and Movement.
4. **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
5. **Wall of Ice:** *Ice Plane* creates wall with 15hp +1hp/level, or *hemisphere* that can trap creatures inside.
6. **Cone of Cold:** Deals 1d6/level cold damage.
7. **Control Weather:** Changes weather in local area.
8. **Polar Ray:** Ranged touch attack deals 1d6/level cold damage.
9. **Obedient Avalanche:** Creates avalanche to bury or bull rush foes, deals varying cold damage,

## Fate Domain

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**Deity:** The Raven Queen

**Granted Power:** You gain the *uncanny dodge* ability. If you already have it, you gain *improved uncanny dodge* instead. These abilities are identical to those described in the barbarian and rogue class descriptions in the Player's Handbook.

## Fate Domain Spells

1. **True Strike:** You gain +20 on your next attack roll
2. **Augury:** You learn whether an action will be good or bad.
3. **Bestow Curse:** Subject takes a - 6 penalty to an ability score; -4 penalty on attack rolls, saves, and checks; or 50% chance of losing each action.
4. **Divination:** Provides useful advice for specific proposed actions.
5. **Mark of Justice:** Designates action that will trigger *curse* on subject.
6. **Geas/Quest:** As *lesser geas*, plus it affects any creature.
7. **Vision:** As *legend lore*, but quicker and strenuous.
8. **Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.
9. **Foresight:** "Sixth sense" warns of impending danger.

## Ocean Domain

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**Deity:** Melora

**Granted Power:** You have the supernatural ability to breathe water as if under the effect of a *water breathing* spell for up to 10 rounds per clerical level. This effect occurs automatically as soon as it becomes applicable and lasts until the duration expires or the effect is no longer needed. This duration need not be consecutive - it can be used in increments as small as 1 round.

## Ocean Domain Spells

1. **Endure Elements:** Exist comfortably in hot or cold environments.
2. **Sound Burst:** Deals 1d6 sonic damage to subjects; may stun them.
3. **Water Breathing:** Subjects can breathe underwater.
4. **Freedom of Movement:** Subject moves normally despite impediments.

5. **Wall of Ice:** *Ice Plane* creates wall with 15hp +1hp/level, or *hemisphere* that can trap creatures inside.
6. **Otiluke's Freezing Sphere:** Freezes water or deals cold damage.
7. **Waterspout:** Creates waterspout that moves, damages creatures, sucks creatures upward.
8. **Maelstrom:** Waterspout sucks in and damages creatures.
9. **Elemental Swarm:** Summons multiple Water elementals.

## New Spells

### Agony Web of Agronax

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Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Webs in a 20-ft.-radius spread

Duration: 10 min./level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

Developed by a Mandragora Magi seconded to a PeaceForcer Sentinel, this nasty spell is a variant on the *Web* spell. Like the *Web* spell it creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become entangled among the gluey fibres. Unlike web, magical energy crackles through the webs causing d4 points of damage per round (creatures with electrical resistance are immune). Attacking a creature in a web won't cause you to become entangled or cause damage, but moving through it will cause damage to be suffered.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal for being entangled (see below). If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through the web very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

Unlike the *Web* spell, the strands of *Agony Web of Agronax* are not flammable.

*Agony Webs* can be made permanent with a *permanency* spell, however it loses the ability to inflict damage

and is otherwise identical to the web spell in this respect. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

## Roiling Wrath of Rotarran

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Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft. by + 10 ft./level

Duration: 1 rnd./level

Saving Throw: Reflex negates being knocked prone

Spell Resistance: No

This spell causes a causes earth and rock to erupt upwards in an almighty explosion in a line specified by the caster. The area of effect does not need to be a straight line although it must be linear e.g. the caster can choose to create a defensive ring around himself using this spell.

As this follows a linear path, anyone caught (both friend or foe) in the spells area of effect must make a Reflex save or be knocked prone. They also take 1d10 bludgeoning damage per round they spend within the area of the effect as they are pelted by rocks and earth.

Missile fire through the spell is impossible, and spells requiring vocal components cannot be cast by those in the area of effect.

The caster must remain stationary while maintaining this spell, although he can still cast other spells.

## Scourge of Destruction

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### Spell List

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The spells below originate as follows:

- **AOF**: New spell (see New Spells above)
- **PHB2**: Players Handbooks 2
- **TCA**: The Complete Arcane

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