





## Cloud of Daggers

2nd-level Conjuration





-  1 action
-  Concentration, up to 1 minute
-  60 feet
-  V, S, M (a sliver of glass)

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

**At higher level:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

## Crown of Madness

2nd-Level enchantment

-  1 action
-  Concentration, up to 1 minute
-  120 feet
-  V, S

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration.

While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.

## Crown of Madness





2nd-Level enchantment

The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

## Darkness

2nd-Level evocation

-  1 action
-  Concentration, up to 10 minutes
-  60 feet
-  V, M (bat fur and a drop of pitch or piece of coal)

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it.





## Darkness

2nd-Level evocation

Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

## Earthbind

2nd-level transmutation

-  1 action
-  Concentration, up to 1 minute
-  300 feet
-  V

Choose one creature you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell descends at 60 feet per round until it reaches the ground or the spell ends.

## Enthrall

2nd-level enchantment

-  1 action
-  1 minute
-  60 feet
-  V, S

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you.





## Enthrall

2nd-level enchantment

The spell ends if you are incapacitated or can no longer speak.

## Hold Person

2nd-level enchantment (ritual)

-  1 action
-  Concentration, up to 1 minute
-  60 feet
-  V, S, M (a small, straight piece of iron)

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

## Hold Person

2nd-level enchantment (ritual)

**At higher level:** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.



1 action



Concentration, up to 1 hour



Touch



V, S, M (an eyelash encased in gum arabic)

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. The spell ends for a target that attacks or casts a spell.

**At higher level:** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## Mirror Image

2nd-level illusion



1 action



1 minute



Self



V, S

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

## Mirror Image

2nd-level illusion

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

## Mirror Image

2nd-level illusion

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

## Misty Step

2nd-level conjuration



1 bonus action



Instantaneous



Self



V

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

## Ray of Enfeeblement

2nd-level necromancy



1 action



Concentration, up to 1 minute



60 feet



V, S

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

## Shatter

2nd-level evocation



1 action



Instantaneous



60 feet



V, S, M (a chip of mica)

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

## Shatter





2nd-level evocation

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

**At higher level:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

## Spider Climb





*2nd-level transmutation*

- 
-  1 action
  -  Concentration, up to 1 hour
  -  Touch
  -  V, S, M (a drop of bitumen and a spider)
- 

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

## Suggestion

*2nd-level enchantment*

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-  1 action
  -  Concentration, up to 8 hours
  -  30 feet
  -  V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)
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You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

## Suggestion

*2nd-level enchantment*

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The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.